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OFFICIAL MARVEL® ZOMBIE MAGAZINE!

MARVEL AGE®

SPECIAL 100TH ISSUE!

X-CLUSIVE INTERVIEW WITH THE MAN BEHIND EXCALIBUR™, BRITAIN'S GREATEST MUTANT TEAM—ALAN DAVIS! PLUS: A 5-PAGE SLEEPWALKER™ PREVIEW! AKIRA'S KATSUHIRO OTOMO'S NEW YORK ADVENTURE! 100 MARK'S REMARKS! STAN (THE MAN) LEE! FRED HEMBECK! REEL MARVEL! AND MORE!

STAN LEE PRESENTS MARVEL AGE®

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It all started 100 issues ago, so I asked CAROL KALISH who was there at the time to give the secret origin of MARVEL AGE MAGAZINE.

"It seems like just yesterday when I was talking to Lea Sapp, Marvel's first promotions manager, about how neat it would be if there was a fanzine filled with articles about upcoming Marvel projects, interviews with our creators, and helpful advice about how to break into comics. We were—and still are!—big Marvel fans and we knew all faithful Marvel fans would really enjoy getting the inside scoop about Marvel. There were always the Bullpen Pages, but one page just didn't offer enough room to cover all the crazy things that go on here. We needed more room! We needed a whole magazine!

"Before I knew it, Lea had the first issue in the works, Peter David (before he became *The* Peter David, scripter extraordinaire, and was just the hardest working member of the Direct Sales Department) had suggested the title, and MARVEL AGE MAGAZINE was born!

"Boy, it was hard work! By issue five, Lea and I realized we needed a sucker—whoops, I mean a real pro—who'd take the magazine on and really put it together right. Enter Jim Salicrup, our savior and new editor on MARVEL AGE MAGAZINE.

"Eight years and ninety-five issues later, Jim has transformed MARVEL AGE MAGAZINE from our hastily thrown-together baby fanzine to a really spiffy magazine. Thanks, Jim, for making MARVEL AGE MAGAZINE into *the* source of information for Marvel fans."

You're welcome, Carol, it's been my pleasure. (Congratulations, by the way, on becoming Marvel's first Vice-President of New Product Development. Good luck, Carol.)

Looking over this special 100th issue of MARVEL AGE MAGAZINE, a few thoughts occur that I'd like to share with you.

First, it's been a few issues since we've dropped MARVEL COMING ATTRACTIONS but I'm still hearing complaints from loyal Marvelites. Let me say that we hear you, and even though the MARVEL REQUIRER carries all the information that used to be in MARVEL COMING ATTRACTIONS and is given away *FREE* in most comics shops, we're trying to come up with something that'll make everyone happy. (We hope.)

Second, in Andy Mangels' Reel Marvel Column this issue he says the old Hanna Barbera Fantastic Four cartoons are dull. Well, I haven't seen them in years but my memory of 'em is that they were great. What does everyone else think?

Third, after enjoying 100 Mark's Remarks I was tempted to offer a few of my own but instead I'll offer two remarks from Jack Abel, the World's Toughest Proofreader:

1. When Jack Abel eats, everyone eats.
2. When Jack Abel pays, everyone pays.

Hey, the last 95 issues weren't so bad, let's see if we can get through another 100, shall we?

—Jim Salicrup
Supreme Marvel Zombie

MARVEL AGE® Vol. 1, No. 100, May, 1991. (ISSN #8750-4367) Published by MARVEL COMICS, Terry Stewart, President; Stan Lee, Publisher; Michael Hobson, Group Vice President, Publishing. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. **SECOND CLASS POSTAGE PAID AT NEW YORK, N.Y. AND AT ADDITIONAL MAILING OFFICES.** Published monthly. Copyright © 1991 by Marvel Entertainment Group, Inc. All rights reserved. Price $1.00 per copy in the U.S. and $1.25 in Canada. Subscription rate for 12 issues: $12.00 U.S.; $17.00 Canada; and $24.00 foreign. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. MARVEL AGE (including all MARVEL titles and prominent MARVEL characters featured in this issue and the distinctive likenesses thereof) is a trademark of MARVEL ENTERTAINMENT GROUP, INC. **POSTMASTER: SEND ADDRESS CHANGES TO MARVEL AGE, c/o MARVEL COMICS, 9TH FLOOR, 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016.** Printed in the U.S.A.

ITEM! Starting on April 1st, the Spencer Gifts chain is launching a spectacular Marvel Merchandise promotion that presents all the official Marvel merchandise. Marvelites will find everything from T-shirts and posters to pewter collectible figures and signed limited edition lithographs. Each of 440 Spencer Gifts stores nationwide will be filled with Marvel merchandise and more! There'll be personal appearances by your favorite creators and costumed heroes and villains; and as a special part of the promotion Spencer Gifts will be publishing the MARVEL POSTER BOOK #2, featuring some of the most spectacular cover shots ever produced by X-MAN artist Jim (I'm not Stan's son!) Lee! Featured within are Wolverine, Colossus, Captain America, and more! You may never need wallpaper again! To find out more about the Marvel Merchandise promotion,(which will last the entire month of April) and where the closest Spencer Gifts store is to where you live, call toll free at 1-800-762-0419. . .and tell 'em Marvel sent you!

ITEM! "It'll be business as usual," promised John Byrne, commenting on his return to the SENSATIONAL SHE-HULK with issue #31. "I'm picking up where I left off," said John, who wrote and drew the first eight issues of the current version of Ms. Walters' book. . .

In his first run on the book, John's intention was to pit She-Hulk against the silliest villains in the Marvel Universe. John plans on continuing this tradition when he returns. "My first issue," John said, "features the return of Sprag, the Living Hill. He's from an old Marvel monster story that appeared way back in JOURNEY INTO MYSTERY #68, or so. That leads into a Moie Man sequence.

"When Jen returns to the surface," John continued, "she will face Mahkizmo the Nuclear Man, an old Fantastic Four foe. Then Jen will go out to California for a Christmas issue where she will visit her Dad. After that she will face Black Talon and his Legion of Dead Mutants, the Wretched X-Humed."

John said he is having a great time working on She-Hulk again. He noted that "it was fairly easy to get back into it. It feels weird that it's been two years since my last issue." John will even be telling the long-awaited "Who Framed Roger Robot" story, a tale which had been promised during his first run on the book.

MARVEL Comics
THE SENSATIONAL
SHE-HULK
$1.50 US
$2.00 CAN
31
SEPT
UK 60p
HEY! NO FAIR!
RENÉE-- YOU SAID I COULD DO ANYTHING ON MY FIRST ISSUE!
PUT YOUR EGO BACK IN ITS BOX, JOHN.
I'M ALREADY LETTING YOU GET AWAY WITH MORE THAN I PROBABLY SHOULD ON THE INSIDE!

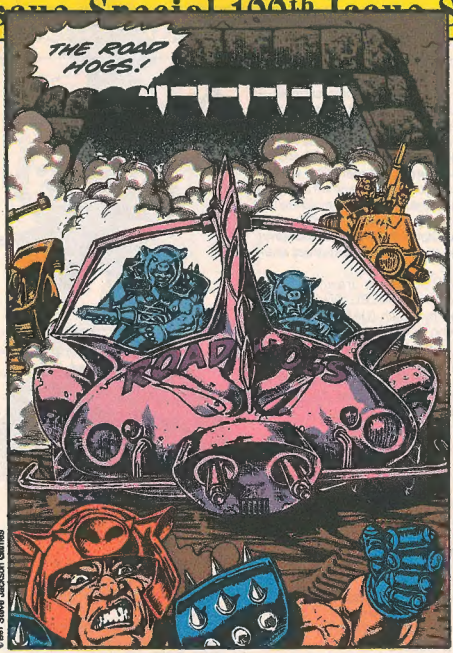
When John first returns to SHE-HULK, "Jen is on vacation for a few issues. When she gets back from her vacation, Blake Tower calls her and says 'I need you,' so she goes back to work for him as Assistant District Attorney."

What about Jen's love life? Will she be taking up with a new man any time soon? John's not promising anything, but noted, "I'd love to bring Wyatt Wingfoot back, but I'm not sure if I can since he's a FANTASTIC FOUR character." John added that he may want to do more with the Jen/Hercules relationship.

Jen won't be "breaking the fourth wall" (i.e. talking to the readers) as much as she used to, since "that was one thing that used to bother the readers." But Jen will still be aware that she's a comic book character, and this will be reflected in some of her dialogue.

As far as the supporting cast goes, John said he has big plans for Weezie, the former Blonde Phantom and Jen's best friend. John says he hopes to rejuvenate Weezie, noting that "Now I'm the guy who rejuvenates old people instead of being the guy who kills babies."

John said that this time around, he intends to stick with SHE-HULK for a long time, and he concluded by saying that his working relationship with new SHE-HULK editor Reneé Witterstaetter is "great."



ITEM! Gentlemen, start your engines! We've got a hot new book from Epic Comics racing your way, called CAR WARRIORS! It's a four-issue limited series based on the hugely popular role-playing games by Steve Jackson Games. The creative team for CAR WARRIORS is Chuck Dixon, Steve Dillon, and newcomer Phil Winslade on inks.

According to editor Marie Javins, CAR WARRIORS involves a big race which takes place in a post-apocalyptic future where gas is scarce, so cars run on electricity. Instead of gas stations, there are power stations, and the most popular form of entertainment is auto derbies. It's a dangerous place and time, with crazy biker gangs terrorizing the countryside.

The hero of CAR WARRIORS is Chacko Vasquez, whom Marie describes as "a lowlife with a code of honor." Chacko makes his living by driving in the derbies. As a child, Chacko watched his family being killed by a biker gang called the Vikings, and has vowed revenge ever since.

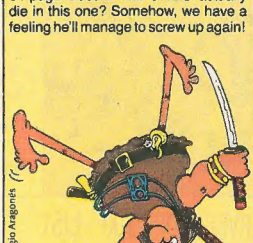
Food is very scarce in this horrific future, until the invention of Virunella, a new food which could feed the whole country. The makers of Virunella (the people at Ft. DeLorean), want to share their invention with the rest of the world, although other greedy corporations who make their money off high food prices will do whatever it takes to ensure that Virunella never makes it onto the market.

This leads to a big auto race, where the object is to get some Virunella from Ft. DeLorean to a processing plant in Lansing, Michigan, where the foodstuff can be manufactured. Whoever gets to Lansing first gets "a whole lot of money," according to Marie. Chacko wants to win the race, but his main incentive for entering is a chance to wipe out some more Vikings!

Other entrants in the race include: Diamond, a gal who is out to save her Daddy's farm; Mecha-Shan, who seems to be built into his car, and the Wysucki family, whom Marie described as being "kind of like the Simpsons." Who will win this treacherous race? You'll have to read CAR WARRIORS to find out if any of these daring drivers make it across the finish line. (This reporter's money is on Dick Dastardly in the Muttley-Mobile.)

So what are you waiting for? Motor on down to your nearest comics shop. The race is about to begin!

ITEM! In THE DEATH OF GROO, his first graphic novel, Groo didn't die. So the theory was that if we called his second graphic novel THE LIFE OF GROO, maybe this time he'd get it right! THE LIFE OF GROO is by the team of Sergio Aragones and Mark Evanier. For the first time, you'll be able to see the early influences that made Groo the colossal idiot he is today. How did he get to be so stupid? Why wasn't he put to death at birth? And why does he love cheese dip so much, anyway? All this and less will be revealed in this 64-page classic. Will GROO actually die in this one? Somehow, we have a feeling he'll manage to screw up again!



ITEM! It's Thor vs. Loki—to the death! Think you've seen it before? You're wrong! This time, one of them really dies! Or maybe both of them do! Think you know who wins? Don't be so sure! The action takes place in the double-sized THOR #432, which goes on sale this month. It's by the creative team of Tom DeFalco and Ron Frenz. A special back-up story in the issue reprints the origin of THOR by Stan Lee and Jack Kirby. Face it, Thor-ofiles, this one is not to be missed. We just might be needing a new God of Thunder after it's all over! Whatever happens, the life of the Mighty Thor will never be the same!

ITEM! Move over, funny animals—here comes the SAMURAI CAT, making his comic book debut! Samurai Cat is the star of a series of illustrated novels by Mark E. Rogers. The books, featuring the adventures of feudal feline warrior Miaowara Tomokato, seemed a natural to translate into comic form. When the kindly lord Nobunaga is brutally slain by Fugu Otoko, the Blowfish Who Never Smiles, the Samurai Cat must seek revenge!

SAMURAI CAT is drawn by Frank Cirocco (of ALIEN LEGION fame) and adapted by Ralph (DARK MAN) Macchio, who is an old hand at adaptations. So if you like fast-paced sword-fighting action and tongue-in-cheek humor, SAMURAI CAT is the book for you. You might even say it's the cat's pajamas!

MARVEL TOP 100 LIST

Here now are the Top Ten Punch lines of this Century:

10. If I could walk that way, I wouldn't need the talcum powder.
9. So I bit him.
8. Looks like the backstroke to me.
7. Because he wanted to see time fly.
6. And boy, are my arms tired.
5. I can't hear you—there's a banana in my ear.
4. What do I look like—an Indian?
3. Practice, man. Practice.
2. Oh, this rice pudding is delicious!
1. NO SOAP RADIO!

Oops. Wrong list. In honor of this being our 100th issue, we meant to run the TOP 100, yes, that's right, we said 100 top-selling comics from January, 1991, according to the Capital City Marketing Report.

1. Spider-Man #8
2. Detective #627
3. Robin #3
4. Marvel Illustrated Swimsuit Special
5. X-Men #274
6. Batman: Legends of the Dark Knight #16
7. Give Me Liberty #4
8. Batman: The Cult TPB
9. Spider-Man Saga #1
10. Ghost Rider #11
11. Wolverine #37
12. Official Hdbk. of Marvel Universe #4
13. Captain America #383
14. Justice League Quarterly #2
15. Marvel Comics Presents #72
16. Fantastic Four #350
17. Who's Who #8
18. Books of Magic #3
19. Darkhawk #1
20. Punisher War Journal #28
21. Excalibur #35
22. Batman #465
23. Amazing Spider-Man #345
24. NFL Superpro #1
25. Batman: The Dailies #3
26. New Mutants #99
27. X-Factor #64
28. Namor the Sub-Mariner #12
29. Son of Celluloid
30. Aliens II Limited Edition Hardcover
31. What If? #23
32. Marvel Comics Presents #71
33. Hulk #379
34. New Warriors #9
35. Fafhrd & Gray Mouser #4
36. Challengers of the Unknown #1
37. Akira #29
38. Punisher #46
39. Thor #430
40. Web of Spider-Man #74
41. Superman #53
42. Avatar #2
43. Avengers: Korvac Saga TPB
44. Spectacular Spider-Man #174
45. Elfquest #7: Cry From Behind
46. Green Lantern #10
47. Taboo #5
48. Alpha Flight #94
49. World Without End #4
50. Avengers #330
51. New Titans #74
52. Iron Man #266
53. Legion of Super Heroes #16
54. Guardians of the Galaxy #10
55. Alien Legion: On the Edge #3
56. Steed & Mrs. Peel #2
57. Forgotten Realms Annual #1
58. Silver Surfer #47
59. Foolkiller #8
60. Moon Knight #24
61. Justice League America #48
62. Justice League America #47
63. Metropol #1
64. Avengers West Coast #68
65. Sandman #24
66. Havok & Wolverine: Meltdown Limited
67. Justice League Europe #24
68. Dr. Strange #27
69. Daredevil #290
70. Hawkworld #9
71. Star Trek #17
72. Classics III: Invisible Man
73. Nightbreed #8
74. Star Trek: Next Generation #17
75. Demon #9
76. Green Arrow #44
77. Mummy: Ramses the Damned #4
78. Classics III: Ivanhoe
79. Gunhed #2
80. New Adv. Cholly & Flytrap #2
81. L.E.G.I.O.N. '91 #25
82. Action #663
83. Angel & the Ape #1
84. Adventures of Superman #476
85. Kingdom of the Dwarves #1
86. Knights of Pendragon #8
87. Animal Man #33
88. Shade the Changing Man #8
89. Last American #4
90. X-Men Classic #57
91. Doom Patrol #42
92. Archie Americana: Best of 1940's #1
93. Destroyer: Drive-By Heaven #1
94. What The #11
95. Advanced Dungeons & Dragons #27
96. Lone Wolf & Cub #42
97. Forgotten Realms #19
98. She-Hulk #25
99. Flash #48
100. Robocop #13

STAN'S SOAPBOX

Hi heroes!

Well, we did it! We proved something to the whole, capricious, comic-reading world! And we have you to thank for it, for proving that the riotous ranks of Marveldom Assembled care enough about the stories behind the world's most colorful literature to make MARVEL AGE MAGAZINE a smashing success!

And a smashing success it is! Just look at the issue number on the cover! You are holding, in your gratefully quivering hands, our truly triumphant ONE HUNDREDTH ISSUE!

Think of it! For more than eight long years, issue after issue, month after month MARVEL AGE MAGAZINE has brought you news and novelty, gags and gossip, illustrations and interviews — everything you've ever wanted to know about the world's greatest super heroes and their creators!

Naturally, I couldn't let this earth-shattering historical event pass by without acknowledging the Herculean efforts of editor Slim-Jim Salicrup and his sagacious staff. For lo these many years theirs has been a brightly burning beacon of culture, illuminating and elucidating the wonderment of Marvel as they ceaselessly toiled to enrich your lives and ennoble your souls!

So here's to MARVEL AGE MAGAZINE, on the exciting occasion of its grand and glorious one hundredth birthday! During our world-wide, month-long celebration, we hereby authorize you to wear your favorite super hero costume and party to your heart's content!

As for me, I figure the least I can do to join in the festivities, is to compose another unforgettable set of lyrics for such a historical event. The following is to be read to the tune of "I've Been Working on the Railroad." If you don't know "I've Been Working on the Railroad," then I suggest you get a job laying tracks before reading any further, so that you may derive the last full measure of enjoyment from the brilliance of the following verses . . .

"A HYMN TO MARVEL AGE"

(To be sung, at the top of your lungs, to the tune of
"I've Been Working on the Railroad")

I've been buying at the book store
Every "MARVEL AGE."
That's why I seem to be so brainy,
'Cause I study every page!
Don't the folks who never read it
Deserve our deepest scorn?
Don't they know how much they need it?
Marvel, honk their horn!
Marvel, won'tcha honk?
Marvel, won'tcha honk?
Marvel, won'tcha honk their horn?
Someone's in the Bullpen with Marvel,
Someone's in the Bullpen, that's fiiiiine!
Greetings on your hundredth birrrthday
You only look ninety-nine!

Well, no point in continuing that merry little melody, lest I be guilty of contributing to too much culture shock at one sitting. Anyway, since Titanic Tom DeFalco and his Bullpen Brigade are probably tone deaf to begin with, it's time we moved on to other subjects of profound disinterest.

I probably shouldn't be letting the cat out of the bag so soon, but you may have heard rumors that Marvel is planning to form the world's greatest, glitziest, and goofiest fan club. For those of you who remember the glory days of the good ol' M.M.M.S. (Merry Marvel Marching Society) and the experiment in grandeur which later surfaced as fabled, fun-loving F.O.O.M. (Friends Of Old Marvel), we're now prepping the biggest and best bombshell of a fan club you've ever dreamed of! It's being organized by our own capricious Carol Kalish, and as soon as she and the rest of our Bullpen Bandits finish creating all the exciting features which'll make our new club the sensation of the nineties, you'll be the first to get all the dazzling details right here on the pandemonious pages of MARVEL AGE MAGAZINE!

In the meantime, I suggest you engage in a heavy program of self-improvement because it's obvious that Marvel will consider only the best and the brightest, the cleverest and most courageous, for membership in our exquisitely exclusive new club. In fact, it's so exclusive that even Irving Forbush will have to pass a test before being allowed to submit his application! One reason it's taking us so long to get started is the FBI has been so busy with other cases that they haven't had time to investigate all of our readers to determine if any might be guilty of secretly having read a competitor's comic book! After all, no matter how honorable a Marvelite may seem to be, you never know what indiscretions he or she may have committed in the past! However, as you might imagine, any no-prize laureates, especially those with oak leaf clusters, will receive special consideration from our CIA-trained Board of Admissions.

Well, that pretty much covers the critical issues for this month. Some of this material may have been a bit heavy for you, so I suggest you relax by having some friends over to celebrate our one hundredth birthday; and, of course, there's no better way to celebrate than by buying up all the Marvels you can get your hands on!

So, till next time, this is your ol' happy huckster reminding you that "Forsan et haec olim meminisse juvabit," but hey, you knew it all the time!

Excelsior!

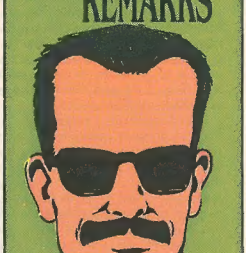
Stan

WILLIE LUMPKIN

STAN AND DAN'S CLASSIC COMIC STRIP FROM THE FABULOUS FIFTIES

© 1991 by Stan Lee and Dan DeCarlo

100 MARK'S REMARKS



In tribute to MARVEL AGE MAGAZINE reaching it's hundredth issue, I'd like to share with you a hundred short observations about life, comics, and the universe. Some of them may be clever. Some of them may be revealing. Some of them may actually be original.

1. Gruenwald's first rule of comedy: Anything more annoying to someone else than it is to you is funny.

2. Gruenwald's second rule of comedy: If something is not funny the first time, by the fiftieth time you repeat it, it will be hilarious.

3. Gruenwald's third rule of comedy: Rules, like comedy, should always come in threes.

→. If your hobby becomes your profession, find a new hobby.

5. My three most common dreams are flying, appearing in public without clothes, and forgetting to finish an important homework assignment.

6. People read comic books to be entertained, not to feel stupid. Therefore, writers should always strive to make things clear lest readers feel it's their fault they can't understand what's going on and give up on comics.

7. I jog quite a bit but I'm not sure if I've ever experienced a "runner's high." Sometimes, though, I feel like I have so much energy I will never have to stop.

8. Beauty is only spirit deep.

9. I have no problem believing in the afterlife, it's the afterdeath I'm not so sure about.

10. A mutant deliberately creates conditions for himself so severe he must either adapt or perish.

11. I could never live somewhere that doesn't have dramatic changes in the seasons.

12. A person must be ready at all times to entertain three things: one's self, a guest, and a new idea.

13. I know who writes the Bullpen Bulletins Page. (It's not me. I edit it.)

14. Never give up on anything you truly like, just keep adding new things on top of it.

15. Whenever I think of Voyager hurling out of our solar system with a Chuck Berry laser disc on board, it brings tears to my eyes.

16. There is no excuse for leading a boring life.

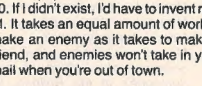
17. Will somebody please make comic books told in the first person narration go out of style?

18. To be able to love someone else, you must first love yourself. To love your own work, you must first be able to love someone else's.

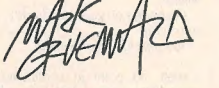
19. Once upon a time it was possible to be knowledgeable about every single facet of popular culture.

20. If I didn't exist, I'd have to invent me.

21. It takes an equal amount of work to make an enemy as it takes to make a friend, and enemies won't take in your mail when you're out of town.



22. My autograph is different from my signature.



23. The quality I most value in men is a sense of humor. The quality I most value in women is some acknowledgement of the acceptability of my continued existence.

24. Different people are driven by different things. I'm driven by the need to discover what drives me.

25. As a young child, I used to go to my friends' houses and reorganize their toys.

26. I have found that whatever mood I'm in on New Year's Eve tends to define the tone for the whole year.

27. Though you have to keep an open mind about things, you shouldn't keep it so open that what's already stored in there blows out.

28. All my old girlfriends have virtually identical handwriting. Sure glad my new girlfriend doesn't.

29. A hack is a person with contempt for his audience. A hack says the audience doesn't deserve any better work than this so that's all the effort I'm putting into it.

30. Life is filled with pleasure and pain. Sometimes it can even be experienced simultaneously.

31. I love my VCR. I have taped hundreds of hours of television shows I intend to watch someday when I get caught up on my work.

32. To attain true happiness in your career you must convince people to pay you to do things you would do regardless of pay.

33. I'm really getting into hiphop music, but I think there should be a federal statute limiting the number of notes that may be "sampled" from one source while assembling a song to ten.

34. Sometimes I wonder if the haircut I wear now is going to embarrass me when I look at a picture of myself ten years from now.

35. One of the things that makes life worth living: good bread.

36. True love exists between souls, not bodies, but one's body influences the character of one's soul.

37. Kids: never get rid of a toy you like that you've outgrown. Your adult life will be haunted by it.

38. There are certain comic writers who don't know how to begin or end their stories, but have the middles well worked out.

39. My small Manhattan apartment is filled with books, computers, exercise equipment, video paraphernalia, toys, clothes, and dust. It's great to live alone.

40. When in doubt, leave it out.

41. Everything ultimately succumbs to entropy, but until it does, enjoy it.

42. The writer's job is to give the readers what they want, not what they say they want, and to give it to them in a way they don't expect.

43. What is the evolutionary advantage to emotions?

44. Writing comics for a living is like having homework to do every night for the rest of your life.

45. I take humor seriously. If you haven't laughed so hard you thought you'd vomit at least once a year, there was no point living that year.

46. Another of the things that make life worth living: hearing your child say something she learned from you.

47. Placed in a single stack, my published work in the comics medium is longer than my arm from fingertip to armpit. Once, in Chicago, a fan brought me all of my work to autograph.

48. I thought I'd found my soulmate once. Unfortunately, at that moment, I'd misplaced my soul.

49. Another of the things that make life worth living: the night sky far away from any manmade source of light.

50. Are all writers frustrated performers?

51. Mythology researcher Giorgio de Santillana once wrote, "A god outgrown becomes a life destroying demon. His form must be broken, his energy dispersed." I wish I had written that.
52. I have this recurring dream where a friend of mine falls from a great height and I am unable to save him or her. Will somebody please tell me what this means?
53. To be as alive as it's possible to be, you must wonder like a child, feel like a teenager, and think like an adult.
54. Men: if you can find a woman who really likes the Three Stooges or old Twilight Zones, don't let her out of your life.
55. I never set out to write a bad story, but sometimes when I haven't thought out the initial premise enough, no amount of good plotwork will make it rise above mediocre.
56. Theodore Sturgeon is renowned for saying "Ninety per cent of everything is crap." But very little crap is one hundred per cent pure.
57. Becoming really good at something —anything—is one of life's great pleasures. Don't let the possibility that there may be somebody better than you at whatever it is you do deter you from striving for excellence. With any luck, you'll never have to have lunch with that person.
58. Qualities we like in other people are qualities we either like or lack in ourselves.
59. My favorite foreign film is Fellini's "8-1/2." It took great will power on my part to walk out of the film halfway through the ninth time I saw it, so I can say to this day I've seen it 8-1/2 times.
60. When you're a comics fan, there's a month gap between the adventures of your heroes. When you're a comics pro, they just go on and on without a break.
61. It's possible to learn how to be cool.
62. Why do I find bathroom humor funny, but bedroom humor unfunny?
63. Sometimes I wish I'd been working in the comics industry in the 1940's, back when all the good character names hadn't been taken.
64. Another of the things that make life worth living: music.
65. With every single issue of every single comic book, a writer owes his first time reader a fighting chance to be able to understand what's going on, and owes his regular reader something he or she has never seen before.
66. Beware of people who don't own dictionaries.
67. The best line Ian Fleming ever wrote: "Once is happenstance. Twice is coincidence. The third time it's enemy action."
68. Right now I'm older than I ever imagined being, but I still feel exactly the same way I did ten, even twenty years ago. No matter how old I get, it feels like the right age to be.
69. Life goes on, whether we're in it or not.
70. I'm not a natural storyteller. A natural storyteller can take the trivial and tell it in such a way as to make it seem momentous. I have to work with the momentous and keep it from seeming trivial.
71. I can't stand missing the first few minutes of a movie.
72. The second best things in life cost money.
73. My Latin teacher used to tell me that what you get out of an experience is in direct proportion to what you bring to it.
74. Hard to believe but every single comics character has its fans. Even it the Living Colossus, Turner D. Century, and Captain Hero.

75. I admit it. The fiction I write is primarily intended for juveniles. But just because it's for juveniles doesn't mean it has to be valueless. I try to imbed my juvenile adventure stories with values I believe in, values that transcend the genre. Sometimes I succeed.
76. The problem with life is not that it's too short, it's just that it's too thin.
77. No joke is an old joke to someone who hasn't heard it.
78. Beware the professional who tries to tell you what professional behavior is.
79. I caution people against meeting writers whose work they admire. Once you find out the guy's a slob in real life, how can you not let that color your impression of his work?
80. The best line Voltaire ever wrote: "Men will cease to commit atrocities when they cease to believe absurdities."
81. I've always felt lucky in that I don't believe in luck.
82. The best guitar riff in rock history can be found in the opening bars of Roy Orbison's "Pretty Woman." Or maybe the Doors' "Break on Through." Or Eric Clapton's "Layla." Or Marvin Gaye's "I Heard it Through the Grapevine." Or. . .?
83. I love New York.
84. I wish that when I was young somebody had told me that time goes by more quickly the older you get. Not that I would have lived my life any differently, just that I wouldn't have been caught unprepared.
85. Be good to people who care about you.
86. Gruenwald's first rule of Halloween costumes: A costume should totally disguise one's appearance.
87. Gruenwald's second rule of Halloween costumes: A costume should have something to do with the persona of the wearer, reflecting what he or she'd like to be or the exact opposite.
88. Gruenwald's third rule of Halloween costumes: A costume should be comfortable enough to wear the whole night without having to take any of it off.
89. If we can't kid each other, who can we kid?
90. I began drawing comic books at five years old, but even by age 18, I could tell my stuff didn't look as good as the stuff printed in the comics. That being the case it never occurred to me to send my artwork to the professionals. Now that I'm in the business, it's always astounding to me when I'm sent samples that aren't even in the ballpark.
91. I'm not superstitious. Stitious maybe.
92. Jim Kelly's best line in "Enter the Dragon": "Mister, you're like something out of a comic book."
93. Another of the things that make life worth living: falling in love.
94. If I had my own rock band, I'd call it "Cognitive Dissonance."
95. If something's worth doing, it's worth doing with all the energy you can bring to it.
96. Listen to everybody. A good idea is a good idea, even if an idiot said it.
97. When I die, I'm really going to miss me.
98. I have two cats, one of whom sits on my lap whenever I'm at the computer. She's there right now.
99. One of the main things that separates Man from the other Animals is that only Man needs to make lists.
100. This is the oldest the universe has ever been.

— Mark Gruenwald

Special 100th Issue Special 100th Issue Special

SLEEPWALKER™

Poor Rick Sheridan hasn't slept in over a week. It's not that he's sweating his final exam in Medieval Literature, or that he's having problems with his landlords, the local bullies, or his girlfriend. No, it's a little weirder than that.

You see, Rick's problem is that whenever he falls asleep, a bizarre creature of unknown origin is released into our reality. It's the SLEEPWALKER, a powerful, seven-foot tall being of immense power who can warp reality at its slightest whim and create bizarre "dreamscapes" in Rick's subconscious mind.

The Sleepwalker is possibly Bob Budiansky's strangest character to date. Although certainly not a "horror book," SLEEPWALKER brings to mind many of the 1970's roster of "Marvel Monsters," including Count

Dracula, Morbius the Living Vampire, the Werewolf by Night, Man-Thing, and of course, the Ghost-Rider.

The premiere issue, which hits the stands in April, features art by Bret Blevins, and is certain to please Marvelites of more bizarre tastes. The story is basically simple: college student Rick Sheridan's dreams have become haunted by the recurring specter of the Sleepwalker. As time passes, and Rick gains awareness of the duel existence he shares with the creature, he tries desperately to forestall the inevitable and stay awake. Even gallons of coffee eventually prove ineffective, and during an afternoon stroll with his girlfriend, Alyssa, Rick's assaulted by thugs and is knocked unconscious. Now free to walk our "plane of existence," the Sleepwalker appears, displays magical powers which serve to apprehend the bad guys, and then vanishes the instant Rick is revived.

MARVEL AGE MAGAZINE asked creator Bob Budiansky (editor of the recent NFL SUPERPRO), about this intriguing new character. "I didn't set out to create a 'Monster-Hero.' This is an idea I've been playing with since about 1979. I intended to create a 'traditional' super hero, but with a twist . . . in this case that he was a bug-eyed alien."

"I originally intended to call the strip 'ALIEN,' but after the movie came out in '79, that was the end of that. It wasn't until 1988 that I came up with the name SLEEPWALKER. I was half-asleep when the name came to me, and I jotted it down so I'd remember it. It's a great name, which evokes all kinds of imagery. The idea percolated all this time, until I stopped writing TRANSFORMERS and I finally had the time to sit down and start working on it."

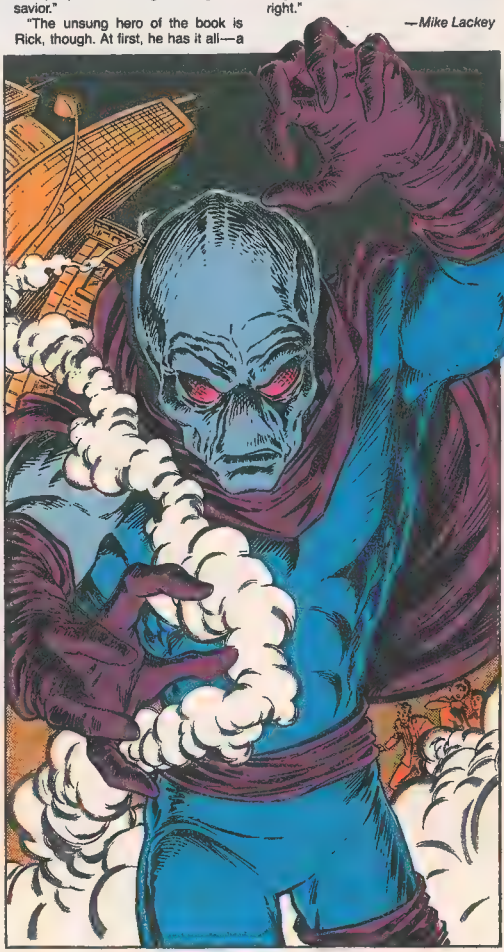
"As far as the character design, it was just something that developed over a period of time. I wanted him to look like an alien, you know, the big head, large eyes and stuff. Not only does it set him apart, but it gives him a kind of nobility. He's the ultimate stranger in a strange land."

"During the evolution of the character, I spent a lot of time doing sleep and dream research. One class I took was called 'Dreams, Myths, and Archetypical Images in Psychoanalysis.' I've also read many articles on how dreams work; how dream imagery is connected with someone's personal experiences. Make no mistake, though. SLEEPWALKER will mostly take place in the waking world, the Marvel Universe. I'd rather not dwell on an endless series of 'dream issues.'"

"I've had a lot of fun inventing new villains for the book. 8-Ball appears in the second issue, and the future rogues gallery includes the Bookworm and Lullaby. Sleepwalker will also inspire government investigations into his presence; after all, he attracts a lot of attention when he appears. He'll probably inspire a cult following as well, people on the fringe looking for a savior."

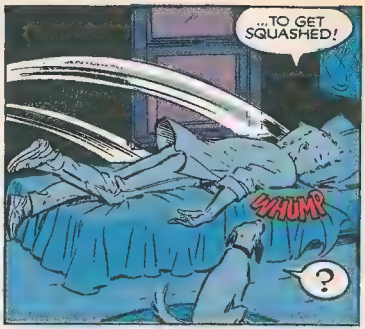
"The unsung hero of the book is Rick, though. At first, he has it all—a girlfriend, a college career, he's smart and good looking. At first the Sleepwalker seems horrible, but he comes to accept this dual existence. Now every facet of his life has become scrambled. He'll have to deal with adversity. Instead of choosing the easy way out, he's chosen to do what's right."

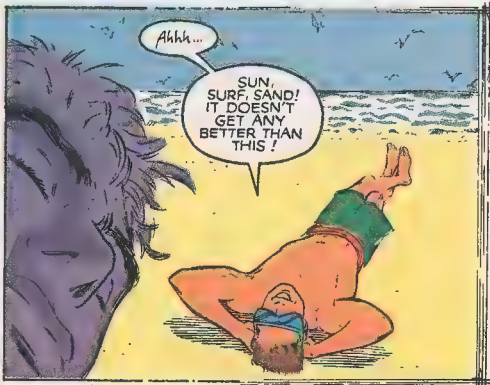
—Mike Lackey

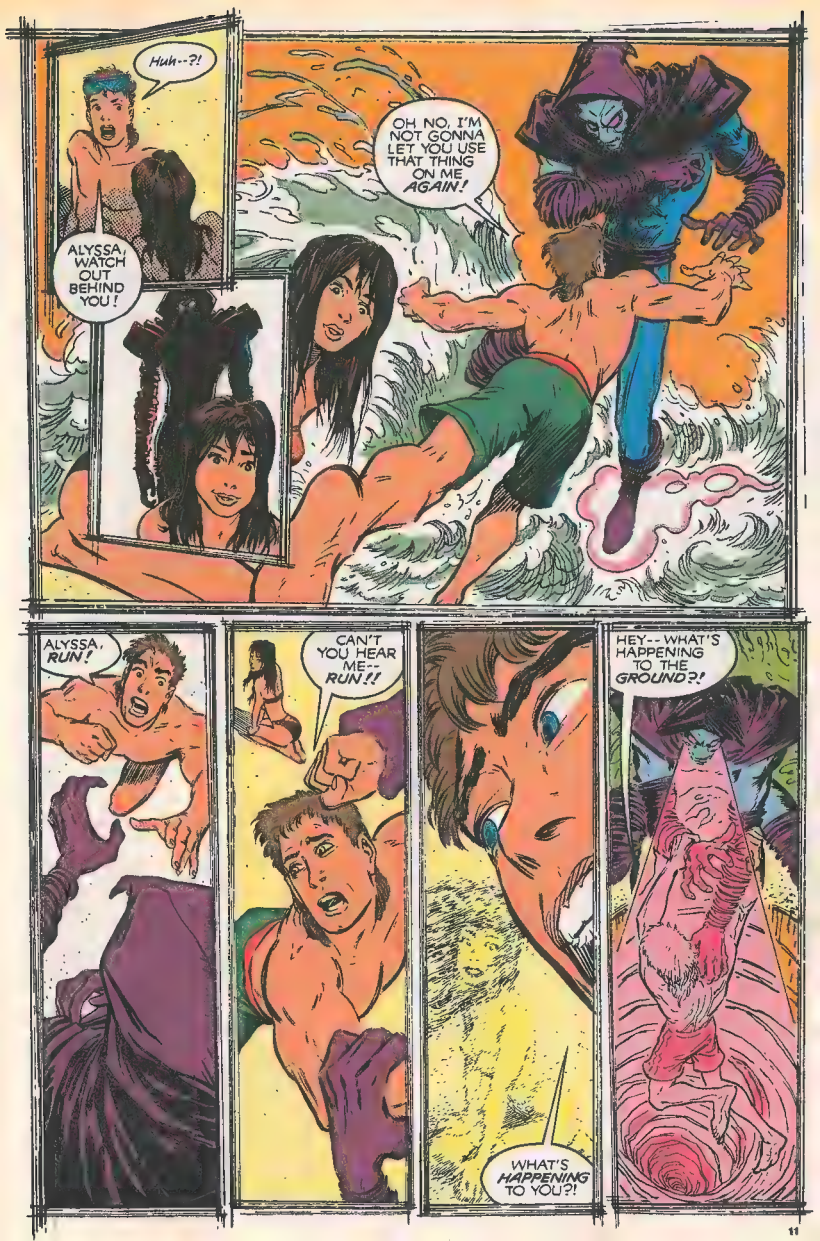


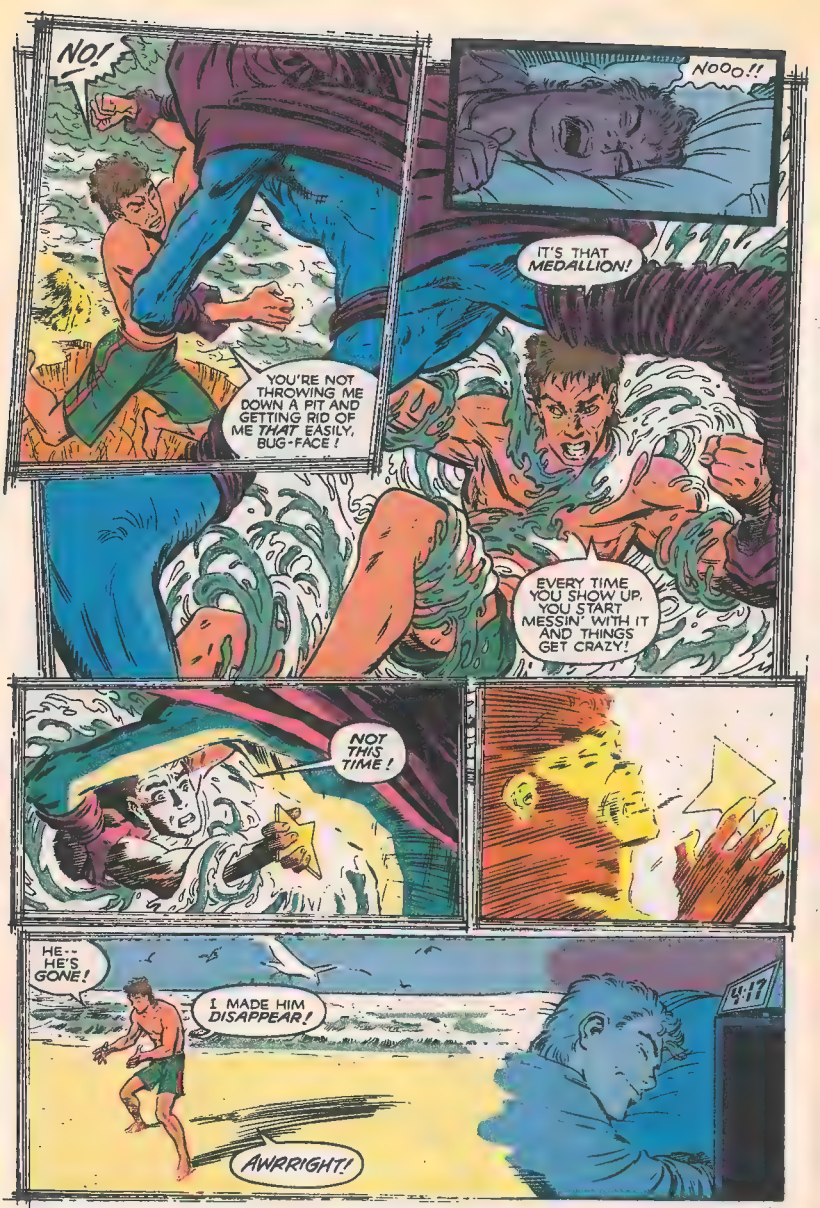
SLEEPWALKER™ PREVIEW

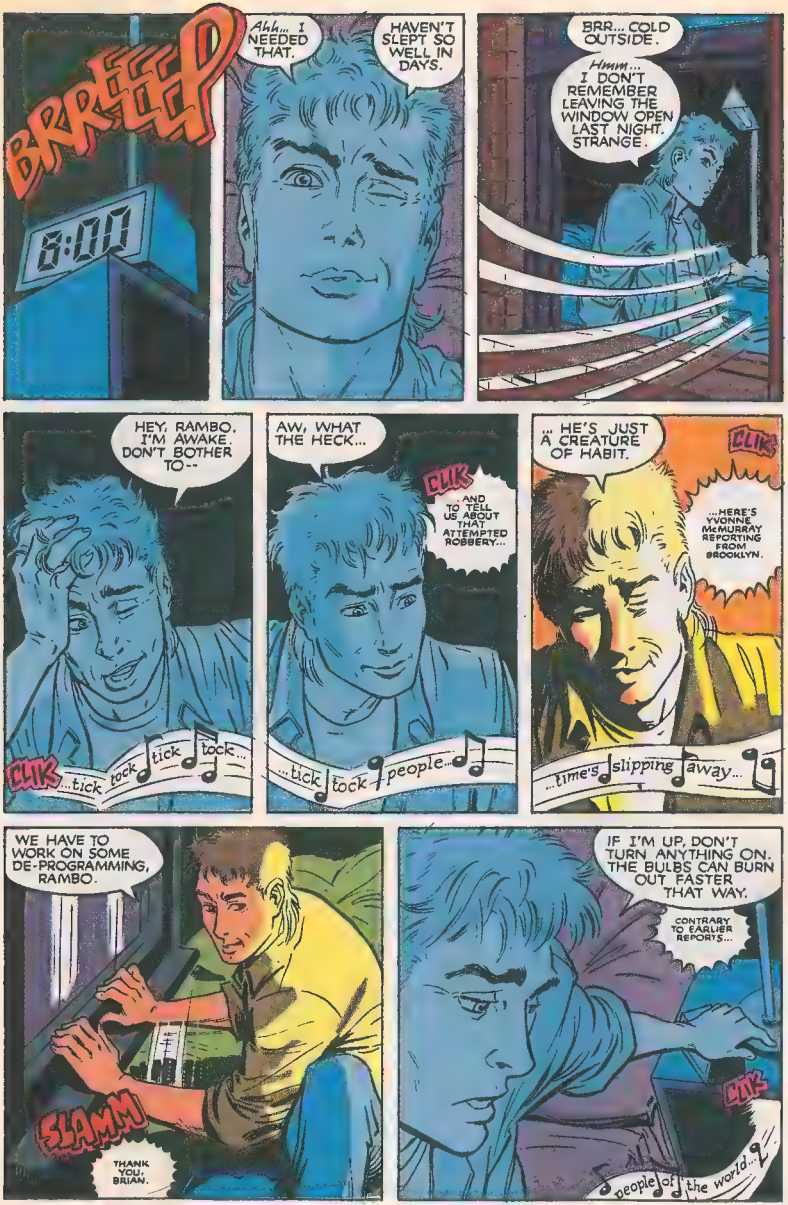
Our scene unfolds as an exhausted Rick Sheridan collapses after a stressful morning.






Huh--?!
ALYSSA, WATCH OUT BEHIND YOU!
OH, NO, I'M NOT GONNA LET YOU USE THAT THING ON ME AGAIN!
ALYSSA, RUN!
CAN'T YOU HEAR ME-- RUN!!
WHAT'S HAPPENING TO YOU?!
HEY--WHAT'S HAPPENING TO THE GROUND?!


NO!
NOOO!!
IT'S THAT MEDALLION!
YOU'RE NOT THROWING ME DOWN A PIT AND GETTING RID OF ME THAT EASILY, BUG-FACE!
EVERY TIME YOU SHOW UP, YOU START MESSIN' WITH IT AND THINGS GET CRAZY!
NOT THIS TIME!
HE-- HE'S GONE!
I MADE HIM DISAPPEAR!
AWRRIGHT!
4:17


BRREEEP
8:00
Ahh... I NEEDED THAT.
HAVEN'T SLEPT SO WELL IN DAYS.
BRR... COLD OUTSIDE.
Hmm... I DON'T REMEMBER LEAVING THE WINDOW OPEN LAST NIGHT. STRANGE.
HEY, RAMBO, I'M AWAKE. DON'T BOTHER TO--
CLIK ...tick tock tick tock...
AW, WHAT THE HECK...
CLIK
AND TO TELL US ABOUT THAT ATTEMPTED ROBBERY...
...tick tock people...
... HE'S JUST A CREATURE OF HABIT.
CLIK
...HERE'S YVONNE McMURRAY REPORTING FROM BROOKLYN.
...time's slipping away...
WE HAVE TO WORK ON SOME DE-PROGRAMMING, RAMBO.
SLAMM
THANK YOU, BRIAN.
IF I'M UP, DON'T TURN ANYTHING ON. THE BULBS CAN BURN OUT FASTER THAT WAY.
CONTRARY TO EARLIER REPORTS...
CLIK
people of the world...

≥YAWN≤
...BUT AFTER WHAT I DID TO HIM...
I'M IN BROOKLYN AT THE SCENE OF THE ATTEMPTED BURGLARY.
...from sea to shining s.
CLIK
...I DON'T THINK HE'LL BE PAYING ME ANY MORE VISITS WHILE I'M SLEEPING ANY MO--
HEY, I KNOW THAT BUILDING. IT'S JUST A FEW BLOCKS AWAY.
MR. FRANK BAYLOR IS THE NIGHT WATCHMAN HERE.
COULD YOU TELL US WHAT YOU SAW?
ABOUT QUARTER TO FIVE THIS MORNIN', A COUPLA GUYS BROKE INTO THE WARE-HOUSE.
ONE OF 'EM HELD A GUN TO MY HEAD, THREATENED TO BLOW IT OFF--
--UNTIL THIS-- THIS THING SHOWED UP AND SCARED 'EM ALL AWAY!
I-IT LOOKED KINDA HUMAN, BUT IT WASN'T!
IT WAS SOME KINDA BUG-EYED MONSTER!
POLICE ARTISTS DREW THIS SKETCH BASED ON EYEWITNESSES' TESTIMONY.
CALL: 555-3689
THAT.. THAT'S HIM!
For more nightmarish adventure, pick up SLEEP-WALKER, available in April!

MARVEL® TRIVIA QUIZ

Those were great moments in the late 1960s, when Marvel Comics had been around long enough to celebrate their 100th issues—it proved beyond the shadow of a doubt that Marvel was here to stay, that the first milestones had passed and greater glories were yet to come! Nowadays, hundredth issues are more rare; usually the series suddenly stops and begins all over again before the magic number 100 can be reached (how many times has that happened to Dr. Strange?). As MARVEL AGE MAGAZINE celebrates its own 100th special issue, this month's trivia quiz recalls some classic 100th issues of the past—but do YOU recall them? Answers on page 32.

—*Brian Nelson*

1. Master Khan was the nemesis dominating which anniversary issue?
   A. MASTER OF KUNG FU #100
   B. CONAN THE BARBARIAN #100
   C. POWER MAN AND IRON FIST #100
   D. THE WRATH OF KHAN #100

2. The Defenders' 100th issue climaxed their multi-issue battle against:
   A. The Bi-Beast
   B. The Four-Armed Terror
   C. The Six-Fingered Hand
   D. The Three-Legged Race

3. Major events of X-MEN #100 transpired in the solar shuttle created by:
   A. Dr. Henry Pym
   B. Dr. Myron MacLain
   C. Dr. Peter Corbeau
   D. Doctor Solar

4. Which New Mutant was introduced in the pages of MARVEL TEAM-UP #100?
   A. Mirage
   B. Cannonball
   C. Karma
   D. Edie Brickell

5. The 100th issue of SGT. FURY AND HIS HOWLING COMMANDOS depicted the assassination attempt on the life of which Howler?
   A. Dino Manelli
   B. "Dum Dum" Dugan
   C. "Rebel" Ralston
   D. "Screamin'" Jay Hawkins

6. In his 100th issue, Daredevil was interviewed by Jann Wenner, the real-life editor of:
   A. TRUE DETECTIVE
   B. GENTLEMAN'S QUARTERLY
   C. ROLLING STONE
   D. THRASHER

7. AVENGERS #100 brought every member of the Avengers, past and present, together to fight the machinations of:
   A. Air-Walker
   B. Aries
   C. Ares
   D. Ariel

8. Who fought alongside the FF in their 100th issue?
   A. Thundra
   B. The Black Panther
   C. Crystal
   D. Willie Lumpkin

9. Which hero received a new series that started, oddly enough, with #100?
   A. The Mighty Thor
   B. The Incredible Hulk
   C. Captain America
   D. Brother Voodoo

10. THE AMAZING SPIDER-MAN #100 climaxed with Peter Parker receiving:
   A. A draft notice
   B. A marriage proposal from Gwen Stacy
   C. Four extra arms
   D. And carrying into the end zone to win the game

11. The 100th issue of TALES TO ASTONISH featured which pair in pitched battle?
   A. The Silver Surfer and the Stranger
   B. Iron Man and Captain America
   C. The Hulk and Sub-Mariner
   D. Ryan O'Neal and Farrah Fawcett

12. None of the heroes below have celebrated a 100th issue in the Marvel Age of Comics—but which hero's series came the closest?
   A. Werewolf by Night
   B. Sub-Mariner
   C. Ghost Rider
   D. The Man From Atlantis

MARVEL COMICS CENTENNIAL CHRONOLOGY*
1. JOURNEY INTO MYSTERY (THOR) #100 January 1964
2. TALES TO ASTONISH #100 (HULK/SUB-MARINER) Feb 1968
3. CAPTAIN AMERICA #100 April 1968
4. FANTASTIC FOUR #100 July 1970
5. AMAZING SPIDER-MAN #100 September 1971
6. AVENGERS #100 June 1972
7. SGT. FURY and his HOWLING COMMANDOS #100 July 1972
8. DAREDEVIL #100 June 1973
9. X-MEN #100 August 1976
10. IRON MAN #100 July 1977
11. CONAN the BARBARIAN #100 July 1979
12. MARVEL TEAM-UP #100 December 1980
13. MASTER of KUNG FU #100 May 1981
14. The DEFENDERS #100 October 1981
15. MARVEL TWO-IN-ONE #100 June 1983
16. POWER MAN/IRON FIST #100 Dec. 1983
17. PETER PARKER, the SPECTACULAR SPIDER-MAN #100 March 1985
18. STAR WARS #100 October 1985
19. G.I. JOE #100 May 1990
20. NEW MUTANTS #100 April 1991
21. MARVEL AGE #100 May 1991
22. ALPHA FLIGHT #100 September 1991
*EXCEPTING WESTERN, TEEN, REPRINT, GOLDEN AGE and CHARLTERLESS ANTHOLOGY TITLES
WHO SAYS THIS ISN'T THE MARVEL AGE OF MARVEL AGE Magazine?
CERTAINLY NOT ME, FOR ODIN'S SAKE..
Steve Rogers Gets A Really BIG Promotion.
GEEZ, IF THIS HAD HAPPENED DURING WASHINGTON'S TIME, HE WOULD'VE BEEN 100TH IN WAR AND 100th IN THE HEARTS OF HIS COUNTRYMEN!?!..
BECAUSE HE WAS CONTINUING THE NUMBERING OF THE PREVIOUS HOME HE HAD SHARED WITH IRON MAN, Tales of Suspense, CAPTAIN AMERICA'S FIRST ISSUE --HIS NUMBER ONE-- WAS ACTUALLY HIS NUMBER ONE HUNDRED!
DUE TO AN EXP AMAZING ONE
You Say GOODBYE I Say HELLO!
BOTH MARVEL TWO-IN-ONE --BEN GRIMM TEAM UP TITLE-- AND NEW MUTANTS HAD HUNDRETH ISSUES, THEIR LAST ISSUES PRACTICALLY BEFORE YOU COULD GET O IES TO SHED A TEAR, THEY WERE BAC FIRST ISSUES OF, RESPECTIVELY, The AND X-CESS--er, X-FORCE!. (hen)

Fred Hembeck character and the distinctive likeness thereof is a trademark of Fred Hembeck

?#*!@?★#*!@?

FACTS

Old X-MEN! New X-MEN! DEAD X-men?

Gonna Buy Two Copies For My MENTOR...

DARE DEVIL San Francisco Style

Captain America vs. Doctor Doom!

..ISN'T THIS HOW *BEN GRIMM* GOT HIS *START?*

SURE, IT DITTED THE OLD TEAM VERSUS THE THEN-NEW TEAM, BUT *X-MEN* #100 WILL *MOSTLY* BE REMEMBERED FOR JEAN GREY'S NEAR SUICIDAL SPACE FLIGHT--Y'KNOW, THE ONE THAT *EVENTUALLY* UNLEASHED *DARK PHOENIX* ON AN UNSUSPECTING MARVEL UNIVERSE!

STICK COULDN'T RESIST ALL ABOUT IT WHEN HIS PUPIL'S DAREDEVIL-SPENT HIS HUNDRETH ISSUE BEING INTERVIEWED BY PUBLISHER/EDITOR-IN-CHIEF JANN WENNER BUT UNLIKE ACTUALLY NEVER ACTUALLY DID MAKE THE COVER OF THE ROLLING STONE!

A No-Longer-Standing REB ROAST...

..I SWEAR, IF THIS JOKER TELLS *THIS* OLD SOLDIER TO "FACE FRONT" JUST *ONE MORE TIME*--!

..AND I THOUGHT DOC OCK HAD IT BAD!?..

YEARS BEFORE I ROASTED THE FANTASTIC FOUR, STAN THE MAN *LEE* PRESIDED OVER A DINNER HONORING NICK FURY AND HIS THEN-PRESENT DAY *HOWLERS*. MUCH TO *EVERYONES* SURPRISE, THE THEN-BEARDED ONE WOUND UP RIDING IN AN AMBULANCE ALONGSIDE CONGRESSMAN *REB RALSTON*, WOUNDED IN AN ASSASSINATION ATTEMPT. NO, HE DID *NOT* TELL THE EX-HOWLER TO *"HANG LOOSE, HERO!"*!...

ERIMENT GONE AWRY, SPIDER-MAN CONCLUDED HIS HUNDRETH ISSUE WITH *FOUR EXTRA ARMS!*

WHEN THE *FOUNDING MEMBERS*--DR STRANGE, NAMOR THE SUB-MARINER, THE INCREDIBLE HULK AND THE SILVER SURFER--APPEARED IN *THE DEFENDERS* CENTENNIAL EDITION, IT WAS HARD TO BELIEVE THAT SUCH MARVEL STALWARTS AS THESE HAD *NEVER* HEADLINED A ONE OH OH OF THEIR OWN. *THE HULK*, WHO CAME THE *CLOSEST*, WILL PROBABLY ALWAYS BE DENIED THAT CHANCE: AFTER SIX ISSUES OF HIS OWN TITLE, HE WAS TO SHARE *Tales To Astonish* WITH NAMOR (AND WITH WHOM HE COSTARRED IN THAT TITLES CENTURY MARKER) THROUGH NUMBER 101, TAKING OVER THE NUMBERING AS HIS OWN WITH NUMBER 102, WHICH CONTINUES ON TO THIS DAY.

Now HERE'S An ODD Membership Requirement...

..NOW BOYS, REMEMBER-- LADIES FIRST?.. ..heh..

..AND IF YOU THINK *THIS* HAS BEEN FUN, JOIN ME BACK HERE IN A *HUNDRED* ISSUES WHEN WE EXAMINE MARVEL'S *BICENTENNIAL BONANZA!!* FORNOW, TO COIN A PHRASE, *X-CELSIOR!!* (..SURE TO BE A *BEST SELLING* TITLE BY THEN!) ~HAPPY ONE HUNDRETH, Marvel Age!~ FRED HEMBECK

SUB-MARINER HAD A SERIES RUN 42 ISSUES IN THE 40S AND 50S, ANOTHER 72 ISSUES IN THE 60S AND 70S, WITH A LATE 80S START ON A THIRD SERIES JUST NOW GETTING INTO DOUBLE DIGITS. *DR STRANGE* TOOK OVER THE NUMBERING OF HIS ORIGINAL HOME, *Strange Tales*, WITH #169, LASTING JUST 15 ISSUES--LATER, HE CAME BACK WITH A SERIES THAT PUBBED 81 EDITIONS, AND IS CURRENTLY IN ON #30. ADD 'EM UP, AND THEY *TOP* A HUNDRED--BUT NONE OF 'EM *AGE* ##100. CLOSEST CURRENTLY TO THAT IS THE FELLOW WHO'S ACTUALLY HAD LESS THAN A HUNDRED ISSUES PUBLISHED--THE SILVER SURFER. AFTER AN 18 ISSUE SERIES, THE SURFER APPEARED IN HALF A DOZEN ONE SHOTS--BUT HIS NEW SERIES IS HALFWAY THERE, WITH #50 IMMINENT. IRONICALLY, DEFENDERS ##100 CENTERED AROUND A WOMAN, *PATSY WALKER* aka *HELLCAT*, WHO, IN HER *TEN COMICS OR LESS* APPEARED IN NOT ONE BUT *TWO* ONE HUNDRETH ISSUES: ONE UNDER HER *OWN NAME*, SHARING ANOTHER WITH HER RIVAL IN *PATSY and HEDY* #100!

PLUGOLA

OTOMO

TAKES MANHATTAN

(L - R) Hisataka Nishitani, Maria Javins, Marc McLaunn, Katsuhiro Otomo, Jo Duffy.

October 16, 1990---New York's Film Forum is packed to capacity. Inside the crowd is jubilant before the 7:30 pm premiere of AKIRA, the animated film. Why all the hubbub? On this occasion, hundreds of New York fans of Japanese animation have the distinguished privilige of having AKIRA introduced to them by none other than the creator of the highly regarded AKIRA series from Epic Comics, Katsuhiro Otomo.

This adulation by American audiences is relatively new to the 35 year old Otomo, although back in his own country critics and fans alike have been singing his praises since 1982 when AKIRA, the comic strip, first appeared in YOUNG MAGAZINE. Approximately 1.5 million people, young and old, tuned into these adven-

(L - R) Hisataka, Katsuhiro Otomo, Noriyuki Okazaki, and Gwendolyn Barr.

tures biweekly.

AKIRA is the story of children of Neo-Tokyo in the year 2019 who have taken part in government experiments to enhance extra-sensory abilities. Akira is the child upon which the experiments were most successful; but as powerful as he is, Akira soon finds that he is not alone when he encounters Tetsuo, a child of similar power. Tetsuo differs from Akira in that he suffers from an inferiority complex due to his small size. Tetsuo vows to show the world what he can do and Akira is the only one who can stop this evil force.

The animated film of AKIRA is a true representation of the story and art in the comic, and is a dazzling spectacle on screen.

Accompanying Otomo onstage is Jerry Beck of Streamline Pictures. Streamline reportedly became AKIRA'S distributor when both George Lucas and Steven Spielberg labeled it as unmarketable in the U.S.

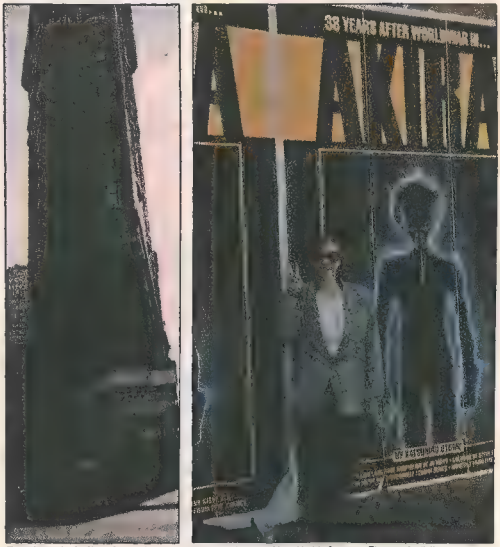
Otomo is clearly humbled by the experience, accepting the crowd's obvious approval of his work with grace. This exibition is most amazing considering the busy schedule he has had to maintain on this day.

Otomo's agenda began with an extremely rare visit to Marvel/Epic's offices at 387 Park Ave South. He toured the Marvel offices along with Marvel executives, editors and Kodansha representatives. Otomo himself displayed wide-eyed enthusiasm in his travels and expressed that he was particularly impressed with the work of Ted McKeever in PLASTIC FORKS, and also John Wagner's art in THE LAST AMERICAN.

Upon the conclusion of the grand tour, Otomo (with posse in tow) was about to embark on another adventure, lunch in the Big Apple. The chosen venue for just such an event was none other than The Players' Club in Manhattan's Gramercy Park. Things up to this point had run fairly smoothly for our distinquished guests, but on the way out of the building, Carl Potts' secretary, Meg Brennan, noticed that Otomo was not properly attired with the necessary tie. Happily engaged in conversation with the legendary John Romita, Otomo was suddenly confronted with the uncomfortable position of offending the local dilletantes and debutantes dining prestigiously in their Armani, Gucci, and Botany 500's. On this fortuitous occasion, however, it was Gentleman John Romita to the rescue. Without a moment's hesitation, John removed his tie and offered it to Otomo saying, "Here. Take mine—I'm eating lunch in a coffee shop." Chivalry, thy name is John Romita.

Whew! After such a close call, its a wonder the group continued upon their endeavor to dine in NYC. Somehow they trudged on, arriving safely at said restaurant. Present at lunch were Hisataka Nishitani, Otomo's Kodansha Tokyo editor. Also on hand were Gwendolyn Barr and Noriyuki Okazaki, both of Kodansha New York.

At lunch Otomo let everyone in on the newest project to be adapted in the states by Epic, THE LEGEND OF MOTHER SARAH. This series will begin next year and will run for approximately 3 years in 32 page installments. Adapting the series for American readers will be Jo Duffy (of AKIRA fame) and the coloring will be done by Steve Oliff. The title of this new adaptation, however, will be changed and a new title has yet to be determined.



Translator Jo Duffy in front of AKIRA posters adorning New York's famous Flatiron building.

Also discussed was the end (sob!) of AKIRA. It's sad, but true, as of issue #37 the story will be finished. Two additional issues, however, will be published. One will be comprised entirely of splash pages and pinups, and the other will be an issue of tributes by American writers and artists.

Well, lunch was a success. And not one snooty waiter made a crack about Otomo's tie not matching his shirt. Meanwhile back at the "House of Ideas," Otomo underwent a rigorous picking of his brain. That is to say, he was interviewed by Epic assistant editor, Marie Javins, (by the time you read this it'll be "managing editor" Marie Javins) and the inestimable Jo Duffy. Our two aspiring Barbara Walters, adept though they may be, required the assistance of one Gwendolyn Barr to translate from Japanese.

Marie and Jo set out to find out all they could from this interesting and talented indivdual:

M&J: What are your current plans?

Otomo: I am illustrating a graphic novel by Alejandro Jodorowsky (who wrote the INCAL, which was illustrated by Moebius and published in the United States by Epic in 1988) and directing an animated film and a live-action movie.

M&J: Tell us about this film.

Otomo: I always wanted to direct my own movie. It deals with refugee problems in Japan (Korean and Chinese refugees). They come to Tokyo to live in poor tenements and Japanese gangsters plan to destroy the tenements—but ghosts protect these Asian immigrants to keep the building safe. The ghosts are spirits of former immigrants who've died. It's a comedy-horror film. It will be released by CBS-Sony, next year in March. There are no current plans for American release.

Katsuhiro Otomo and Managing Editor Marie Javins.

M&J: Tell us about this collaboration with Alejandro Jodorowsky. When can we expect the new Graphic Novel out?

Otomo: It's still being translated right now. It is due out next year on Titan Books. (Otomo couldn't clearly explain his newest endeavor through an interpreter, but the title is SANTO SANGRE, written by Jodorowsky, and illustrated by Otomo. COMICS SCENE MAGAZINE described it as "a visually stunning gross-out fest of blood and guts, religion and irreverence, Oedipal revulsion, sanctimonious salvation and unforgettable images as idelible as bloodstains on the sheets.")

M&J: How do you like the United States?

Otomo: I am overwhelmed—there are so many facets of American life. I am very interested in American music, House music, rap music, and have bought many CD's while here.

M&J: What are some of the things you'd like to do while you're here in New York?

Otomo: Go to the movies. I want to see MILLER'S CROSSING, WILD AT HEART, and MEMPHIS BELLE.

M&J: Who are some of your favorite film directors?

Otomo: Stanley Kubrick, Sam Peckinpah, and William Freidkin.

M&J: Who are your favorite Japanese cartoonists?

Otomo: Shirato Sanpei—he did Kanui. And Tusuka Osamu—he did Astro Boy.

One would think that in the city that never sleeps, the sights and sounds would keep plenty a vistor busy. But when asked what he would most like to do while in New York, Otomo responds "go to the movies." Statue of Liberty, eat your heart out!

Katsuhiro Otomo signs autographs while friend Hiroshi Sakuma watches.

ALAN DAVIS ON EXCALIBUR™

When Marvel's super hero team EXCALIBUR made its debut, it was drawn by Alan Davis, who had long been associated with team member Captain Britain from his days with Marvel's British division. Now Alan is returning to EXCALIBUR with issue #42, this time as both writer and penciler (with inking by Mark Farmer), to launch an ambitious new storyline that will reveal the true purpose behind the original formation of the team. "It goes back to the original EXACLIBUR SPECIAL EDITION." Alan states. "We find out why Gatecrasher's Technet was sent, why Excalibur came into being, and what plans Roma has for the super hero team. It's all part of a coming mammoth battle between the various dimensions."

In explaining how this storyline evolved, Alan says, "Most of it has come from things that editor Terry Kavanagh has asked me to do to wind up some of the loose ends and make resolutions to certain character developments." Alan says he didn't want to come onto the series "and just forget all that's happened before, because that is a little bit unfair to the readers. Stories will grow out of these loose ends. It won't be a case of tying them up in knots and forgetting they ever happened. We're developing the loose ends to show that Excalibur was brought together for a reason. We'll explain why certain things have gone on that seem to be incongruous, and for no apparent reason. There'll be sound reasons for everything that's happened to date. Basically, they've been pulled together for this one mammoth confrontation with an evil force, and the various things that have happened to them over the last couple of years have been deliberately manipulated to prepare them for this event. It's been like a training period."

There are some loose ends that Alan is leaving to Chris Claremont to resolve. "From issue #5 of EXCALIBUR we'd been building up a subplot where we had Sat-yr-9, Doc Croc, the Vixen, and Jamie Braddock coming together for a climactic battle, which still hasn't happened, although Chris Claremont is planning on doing that in a special series at some point in the future." It's a case of going back even further than that to find a basis for the new EXCALIBUR storyline.

"Initially," Alan reveals, "it will be a case of bringing back Gatecrasher's Technet (the team of crossdimensional bounty hunters who were introduced to American readers in the EXCALIBUR SPECIAL EDITION that launched the regular series). "They're basically pretty useless and incompetent; getting into situations where, because of their own clumsiness and lack of planning, things fall apart." In the EXCALIBUR SPECIAL EDITION, "Gatecrasher's Technet was sent to Earth to capture Phoenix, and they blew it. Then, at the end of 'The Cross-Time Caper,' Saturnyne had Phoenix in her hands; she was standing right in

Britain's mutant super team is menaced by a sinister duckling.

front of her, and Saturnyne let her go, and there was no explanation as to why she did that. So we'll be resolving that whole situation, which is something that's been hanging in limbo since that first special issue, which is nearly three years old now."

"I've worked out nine issues," Alan says, "and it's all very, very complex. I've got myself a flow chart of where everyone's going to be at different points, in different dimensions. It will involve Saturnyne, Roma and the Technet, and numerous new characters from different dimensions and Europe. During the course of this approximately nine issue sequence, Excalibur will split up. Captain Britain will go to Otherworld, which is Roma's home. Nightcrawler will be left at the lighthouse, and Kitty will go to Ireland. Meggan and Rachel will go to France, Germany, and other places around Europe. They will be coming up against various factions of British super heroes, who are aware of the cross-dimensional disaster that is about to happen. It's like a mystery story. Each member of Excalibur, as they're split up into different countries, different dimensions and whatever, gets a piece of what's going on, but no one has the whole picture. It's only when they all come back together that they realize what's happening."

Excalibur consists of six very different characters: Captain Britain, the shape-changer Meggan, the enigmatic creature called Widget, and three former X-Men; Nightcrawler, Shadowcat (better known as teenager Kitty Pryde), and Rachel Summers, the second Phoenix, who comes from an alternate future where mutants are kept in prison camps.

When asked how he plans to deal with all these different personalities, Alan states that "I work on the principle that when you've got any group of characters, each one takes on a characteristic of a whole person, so that you'll have one person being the aggressive, quick-tempered type, and you'll have another who's the calm, quiet type. The tensions of the relationships come out of that simple buildup. So even though each of the characters is a full person, I tend to focus on one main characteristic."

For example, "Although he's an intellectual, Captain Britain's very quick-tempered and slightly arrogant in his own knowledge. With Nightcrawler on the other hand, he's equally intellectual, although its more hidden behind his bravado. At the same time his bravado supplies this swashbuckling nature that allows him to be a gentleman. Nightcrawler's development will come from his realization that he is the person that should be leading Excalibur. It begins with the fact that he has to lead the Technet."

Alan believes that he has more room to explore personalities with Captain Britain and Meggan than with the three former X-Men. "There's more mileage with Captain Britain and Meggan, because there hasn't been a lot done with them in the past. They're still virtually new characters as far as the Marvel Universe is concerned."

A lot of trouble lies ahead for Captain Britain. To understand why, you first must realize that EXCALIBUR's Captain Britain is only one of a myriad number of Captain Britains across the dimensions of reality; all of whom report to Roma, who is the daughter of Merlin and lives in another dimension called Otherworld. As Alan explains, "Roma oversees the whole multiverse and makes sure that things are going nicely, and that no one from other dimensions gets in each other's way. Each Earth has gateways from other Earths, and there's a Captain Britain posted on each Earth to guard those gateways. All of the Captain Britains originate from Otherworld, and there's a delicate balance across all of those Earths. Roma has to maintain that balance and prevent chaos from ensuing if people should travel from one dimension to another and mess things up."

"There will be quite a confrontation because basically, our Captain Britain is a rogue. He's never done what he's told; he's always gone against authority. He doesn't really want to be Captain Britain. He must go to Otherworld because he hasn't done his job, he's let his side down, and he'll be in for some sort of penalties. For the first time he will come up against the bureaucracy of the Captain Britains from all the dimensions, and he'll have to explain his actions."

"Meggan's the most complicated to understand, because she's such a blank slate. She becomes what people desire her to be; she has no real personality of her own. After she met Captain Britain, she took on an idealized female appearance of what Captain Britain is. The longer my run on EXCALIBER continues, the more this will be explained. Like Rachel, Meggan also came from a concentration camp background. When she finally escaped, she couldn't remember who her parents were or anything about her background. Now she'll try and find her own identity. Meggan has this problem where she just becomes what others want her to be. When she ultimately realizes this is wrong, she sets out to find her parents."

"Rachel is probably one of the most complicated characters that Chris Claremont has ever come up with. I'm going to emphasize the similarities between Rachel and Meggan. Rachel will help Meggan find her past and her family, because it's something that she can't have herself. She feels that if she can help Meggan, she will have done something to help herself. They've responded to the traumas in their pasts in completely different ways, and are completely different people. Meggan treats the world with a gentle humor, whereas Rachel is more defensive, but at the basis of it all, they're both very alike."

"Kitty has been changing quite a lot recently, because of the fact that her fifteenth birthday has arrived, her little encounter with Sat-yr-9, and the 'Girls' School From Heck' story. I think that Kitty is the most difficult to characterize because she's outside the crude division I gave you with Captain Britain and Nightcrawler. She's still fluctuating between being responsible and very irresponsible and childish. So Kitty's a bit of a wild card in that respect. There'll be more of Kitty growing up. She'll stop being the child and she'll become much more adult, but it'll be a long process; it won't be something that will happen overnight."

"The only sweeping change that I have planned is that Widget will change significantly. He will become a completely different character."

"As for the rest of the cast, I'll be using Saturnyne to a great extent in the new EXCALIBUR. " So far her role has probably been mysterious to American readers who have not seen her past appearances in Marvel U.K.'s CAPTAIN BRITAIN series. Their dilemma is complicated by the fact that there is a fascist other-dimensional counterpart to Saturnyne, named Sat-yr-Nin, who appeared in the CAPTAIN BRITAIN trade paperback. "The Saturnyne that was originally used in CAPTAIN BRITAIN is Roma's lieutenant. She enjoys power, and she's a bit of an ice princess, which is why she's silver and blue, with a cold appearance. Basically, she's Roma's troubleshooter, chosen to do some of the dirty work, first by Merlin, and now by Roma."

There will be a number of new characters introduced over the coming year as well, one from Ireland and another from the British government. Alan will be introducing a number of British super heroes, and this increase in new characters will lead to a considerable expansion of Excalibur's membership. "There won't be a consistent lineup of the same five characters in every issue." Alan comments, "Excalibur will become a much larger group, with members coming and going, depending on the story."

Alan also plans to expand EXCALIBUR's scope from being a series centered on Britain to one that deals with Europe as a whole. This, he notes, reflects the increasing connections in real life between Britain and continental Europe. "Future stories will be much more into Europe than just focusing on Britain. It's not deliberate; it just seems to be the logical thing to do. Nobody's thinking of Britain in that isolated way anymore. The mentality that I'm surrounded with in my everyday life is becoming much more European."

Alan will continue to emphasize the humor that Chris Claremont gave the

EXCALIBUR series. "The problem is that the humor element is very difficult to use when you're trying to keep credibility and respect for the characters. You can't make fools out of them and have them doing pratfalls. So you have to face the group with absurd situations and characters who can supply the comedy. It won't be bellylaugh type humor; it will arise from the absurdity and basic insanity of what is going on around the characters."

Not only has Alan been associated with EXCALIBUR since its beginning, but also with the Captain Britain character. American fans can find many of Alan's solo Captain Britain stories in the CAPTAIN BRITAIN trade paperback, which is available in the United States. "It's a little bit like Captain Britain has followed me around, rather than me chasing him." reflects Alan. "Paul Neary was Editor-in-Chief at Marvel U.K., and through a number of events I met him and he gave me work there. The first full-time job I was offered was to re-design Captain Britain, who originally had been created by Chris Claremont and Herb Trimpe for a comic book that was sold in Britain but created in the States. The edition I was working on would be the first time Captain Britain would originate in Britain."

"When I left working for Marvel U.K., I thought I'd waved goodbye to Captain Britain. In the last story I did (which is reprinted as the final story in the CAPTAIN BRITAIN trade paperback), I did a sort of farewell to him, and I wound up all the loose ends, and I thought that was it. It was only when Chris offered me EXCALIBUR that I started to work on him again. Then when I left EXCALIBUR last year, I didn't think I would ever work on EXCALIBUR again. It was completely out of the blue when Terry Kavanagh offered it to me to write and draw. When I left originally, it was a very tough decision, because it was tremendous fun; I was really enjoying it. The main reason I left was because of deadline pressure."

That will not prove a problem this time around, as Alan reports himself "well ahead" with his work on the series. This time he's here to stay quite a while, to lead EXCALIBER fans on what promises to be an exciting journey across the world and the dimensions, and that will change the series and the team in ways they will never expect.

— Peter Sanderson

Welcome back to REEL MARVEL, the column that focuses on Marvel's rich history of television and movie adaptations, both past, present, and future.

Marvel's premiere super-team has spent a lot of time on the animated front, as well as in their own radio show. This issue we'll take a look at the history of the Fantastic Four on the small screen, as well as other past and future formats.

In 1967, after the super-heroic success of Filmation's DC characters and Gantray-Lawrence's limited-animation MARVEL SUPER HEROES, old-timers Hanna-Barbera decided to dip their cels into the comic book field. What they came out with was the FANTASTIC FOUR, a half-hour series which premiered on ABC, September 9, 1967. The series adapted stories directly from the comic book in most cases, although a few newly created stories were in evidence.

Popular voice actors played the quartet; Gerald Mohr was Reed Richards/Mr. Fantastic, JoAnn Pflug (later in M.A.S.H., among others) was Sue Storm/invisible Girl, Jack Flounders was Johnny Storm/Human Torch, and Paul Frees (who was also the voice of Boris Badenov) was the Thing. "Jazzy" John Romita was art consultant for the series, though comics legend Alex Toth did the character design.

In the twenty episodes made, the FF battled Dr. Doom, Klaw, the Red Ghost, Galactus, the Mole Man, Diablo, and many other well-known villains. One "new" villain they fought was Prince Triton of Pacifica, who bore more than a passing resemblance to a certain Prince Namor of Atlantis. Since Gantray-Lawrence owned the rights to Sub-Mariner, Hanna-Barbera had to substitute Triton for Namor (returning a "favor" from when G-L had to substitute the X-Men for the FF in an earlier SUB-MARINER episode).

The series was rather dull—the Fantastic Four exhibited little of their personalities—and only lasted until March 15, 1970. It was later brought back as part of a program called HANNA-BARBERA'S WORLD OF SUPER ADVENTURE in the eighties.

Hanna Barbera's version of the Fantastic Four, circa 1967.

The Fantastic Four next appeared in a nationally syndicated radio show in late 1975. Each adventure ran in five parts, in five-minute increments weekdays. There were at least thirteen adventures, all taken directly from early FANTASTIC FOUR comics. Guest-stars abounded, such as Sub-Mariner, the Hulk, Ant-Man, Nick Fury, and the Watcher. Bob Maxwell played Reed Richards, Cynthia Adler was Sue Storm, Alicia Masters and Ant-Man (yes, another case of gender reversal), Jim Pappus was the Thing, and Jerry Troheiden played most of the guest-stars. Perhaps the most famous cast member was a young Bill Murray, who played Johnny Storm before heading off to fame and fortune on SATURDAY NIGHT LIVE and GHOSTBUSTERS.

DePatie-Freling (which later became Marvel Productions) decided to try their hands next with the FF. Their series, THE NEW FANTASTIC FOUR, premiered on NBC on September 9, 1978, eleven years to the day after the first series began. It only lasted thirteen half-hour episodes before its retirement September 1, 1979.

Given the talent involved, the series should have lasted longer than it did. Jack "King" Kirby provided character designs and storyboards, while the scripts were by Stan "the Man" Lee and "Rascally" Roy Thomas. Characterization was reasonably high and the animation was standard, but the series still performed poorly in the ratings.

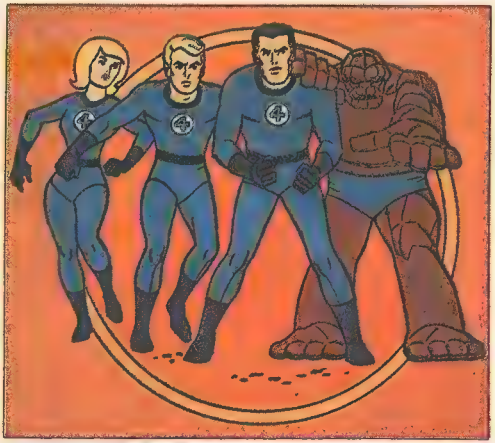
Perhaps a large part of the show's potential audience was lost when the Human Torch was replaced by a cute robot named HER-B or "Herbie" (original names for the droid included in Kirby's ZZ 1-2-3, and Charlie the Computer). The Torch was replaced not only

because Universal had optioned the character for a feature film, but also because producers were afraid children would emulate him and set themselves on fire.

Mike Road voiced Reed, Ginny Tyler was Sue, Frank Welker was Herbie, and Ted Cassidy (ADDAMS FAMILY's Lurch) was the Thing. Though the show was canceled, DePatie-Freling was undaunted and came out with a SPIDER-WOMAN series the following year. Several of the FANTASTIC FOUR episodes were released as part of the MARVEL COMICS VIDEO LIBRARY by Prism a few years back. Though out-of-print now, you can probably find copies in local video stores.

Finally, the oddest FF appearance came two weeks after THE NEW FANTASTIC FOUR was canceled; NBC premiered the new Hanna-Barbera show FRED AND BARNEY MEET THE THING on September 22, 1979. The title only lasted until December 8th, when the show became FRED AND BARNEY MEET THE SCHMOO (an Al Capp LIL' ABNER spin-off). The Thing really only met Fred Flintstone and Barney Rubble during thirty-second "joke bumpers," said by some to be the work of cartoon master Tex Avery.

There were thirteen weeks of Thing stories, but at 12 minutes per adventure, two were broadcast per show.



The FF, this time without a blazing torch.

Thus, there are 26 total adventures, as well as 26 joke bumpers which lead into the episodes. The show found Ben Grimm as a teen-ager named Benji Grimm (voiced by Wayne Morton) who smashed two rings together, chanted "Thing Ring, do your thing," and became the Thing as orange boulders flew towards him and attached themselves to his body.

Depatie-Freling's 1978 version of the FF, featuring Herbie the Robot.

This truly bizarre twist on the hero also introduced the Yancy Street Gang as a semi-harmless trio of motorcycle thugs (Spike, Turkey, and Stretch). Ben went to Centerville High School with snobbish Betty, her sister Kelly, and spoiled Ronald Rathford, and was taught by Miss Twilly. The Thing, who sounded more like Jimmy Durante, was vocalized by Joe Baker.

THE THING left the screen, the last piece of televised Fantastic Four. Rumors of a big-budget FANTASTIC FOUR film float out of Hollywood (and Stan Lee) every now and then, with Neue Constantin Studios (who made THE NEVERENDING STORY) as the odds-on producers of the hypothetical film. However, the live-action show would surely have a huge multi-million dollar budget, something that the powers-that-be have yet to grant the project.

Next month, we'll take a look at the future of Marvel on film and TV. I'll fill you in on the POWER PACK TV series, the SPIDER-MAN movie and Broadway show, the PUNISHER, CAPTAIN AMERICA, and many more! And, as always, please let me know what *you'd* like to see me cover in this column. We'll see you next issue, back to the future at Reel Marvel!

THE MARVEL AGE® OF COMICS 1983 PART FIVE

We conclude our review of 1983 with a survey of the super team exploits of the year. . .and in some cases, the not-so-super teams! For instance, while none of the soldiers of G.I. JOE possessed super powers, their exploits were nonstop action. In those pre-kinder, pre-gentler days, these real American heroes forged themselves into the stuff of legend against such antagonists as the Oktober Guard, Kwinn the Eskimo, Scarface, Dr. Venomm, and the master tactician of Cobra, the unstoppable Destro! Under the aegis of writer Larry Hama and artist Mike Vosburg, the Joes could always be counted on to make the world safe for heavy artillery.

TEAM AMERICA starred another group of worthies with no special powers —or did it? With Iron Man and Ghost Rider as guest stars, the motorcycling troubleshooters discovered that they formed a projecting gestalt, that the mystery-man called the Marauder was actually the manifestation of their collective unconscious whenever trouble arose (any trouble, that is, except cancellation).

The non-super stalwarts of STAR WARS continued their search for Han Solo as the climax of the George Lucas trilogy THE RETURN OF THE JEDI debuted on screens across the nation. Was Darth Vader really Luke's father? Who did Princess Leia truly love? What side would Lando Calrissian take in the coming conflict? And who was the "other" possibility for Jedi Knight that Yoda and Ben would turn to if they lost Luke Skywalker to the Dark Side? Those questions and more were answered by such titanic talents as Jo Duffy, David Michelinie, Tom Palmer, Ron Frenz and Bob Layton, while the STAR WARS ANNUAL presented a touching allegory about what the Dark Side of the Force could do to an innocent boy.

Moving up the power scale, POWER MAN AND IRON FIST found themselves in an interdimensional odyssey. Their double-sized hundredth issue transported them to the mystic paradise of K'un-Lun, birthplace of Iron Fist's powers. The paradise's dark side was revealed as Luke and Danny had their final showdown with Master Khan, climaxing a year that had also seen exciting battles against Unus, Hammerhead, and Chemistro.

A team going through even bigger changes was the DEFENDERS, who replaced nearly their whole membership in '83! The original Defenders, Dr. Strange, the Hulk, Namor and the Silver Surfer, sundered the team when they discovered how their continued teamwork might just doom the universe! From the ashes of the old, a new team arose, comprised of future X-Factor members Iceman, Angel, and the Beast, along with Valkyrie, the Gargoyle, and Moondragon! Scripter J. Marc DeMatteis picked up a continuity broom and swept the house clean—presenting the wedding of Hellcat and the Son of Satan, resolving the mystery of the Elf, and even tossing in a tribute to Dr. Seuss for good measure.

While the former X-Men joined the Defenders, the new X-Men took on one of their most popular members; the ever-charismatic Rogue! After Lilandra pitched in to help the merry mutants defeat the sleazoids of the Brood, the team met a score of people who would change their lives forever—Madeline Pryor, Caliban, Lockheed the Dragon, and artists Paul Smith and John Romita Jr.! Professor X cloned himself a new body, and Wolverine tried to marry Mariko, but it was Scott Summers who actually enjoyed wedding bells. . .all the while wondering if his bride was secretly Dark Pheonix!

With all this going on, it's understandable that the X-Men didn't sue the Skrulls for copyright infringement. The aliens' impersonation of the X-Men caused anniversary issue chaos for the FANTASTIC FOUR, tossing them into battle with the Shi'ar man of tomorrow, Gladiator. And if that wasn't annoying enough, would you believe the problems caused by milk from Skrull cows in the FANTASTIC FOUR ANNUAL?

John Byrne's rendition of the FF had fans' heads turning—literally, as an entire issue set in the Negative Zone was printed sideways! Dr. Doom manipulated a battle between Terrax and the Silver Surfer to his own ends, while the rest of the FF held the fort without their leader, Reed Richards! Where had Reed gone? And what did it have to do with Galactus? The answers would come in 1984!

The FF were missing a member; the Avengers were kicking one out! For conduct unbecoming an Assembler, Yellowjacket `was court-martialed, bounced from the team, and branded a criminal with Egghead's Masters of Evil, and later redeeming himself only to swear off costumed adventuring forever (well, until next time)!

The loss of Hank Pym was amply compensated by the addition to the

team of the She-Hulk, the new Captain Marvel, and just possibly Spider-Man, whose audition for the team marked the Avengers' 20th anniversary! Defeating the menaces of Annihilus and Blackout took the team surely into their third decade with ace scripter Roger Stern at the helm.

Avengers a-plenty guested with Spider-Man in MARVEL TEAM-UP: The Vision and the Scarlet Witch, Tigra, Wonder Man and Captain America (in a memorable photo cover), while the ANNUAL included both the New Mutants and Cloak and Dagger! Would 'twere all Spider-Man's teammates so prestigious. . .not that we'd knock that team-up with Frog-Man against the White Rabbit, you understand?

MARVEL TWO-IN-ONE wound to a close in '83, as Ben Grimm's team-ups were scuttled in favor of solo tales in his new book, THE THING. MARVEL TWO-IN-ONE wrapped with an even hundred issues, and guest appearances from Iron Man, Rom, and Franklin Richards, as well as a fun filler in which Ben rested in the hospital while everyone else fought battles to make sure he got some sleep!

The final super team on our list is the MICRONAUTS, whose direct sales got a shot in the arm from a hot new penciler, Butch (call him Jackson these days) Guice! With Baron Karza reborn, even the returning Biotron and the addition of Huntarr couldn't help the Micros save Homeworld from the despot's hand. As emotional strife tore at the team, pitting even husband Acroyear against his warrior-wife Cilicia, Commander Rann and company fled from Karza's forces through the Microverse. Most visually memorable was their battle against the Mob, on a Microverse prison planet whose social customs were inspired by the gangsters of the 1930's! Marvelites with Y-chromosones may never forget the moment when Princess Mari finally wore something other than those striped tights!

Now, before the windows get fogged up, it's time to bring our review of 1983 to a close, and prepare for the year of Big Brother! Join us next month for our look at 1984

— Brian Nelson

MARVEL COMICS PRICE GUIDE

When comics prove so popular that they go into second printings, it causes special problems for collectors. Take the price list for G.I. JOE back issues. When you go to your local comics specialty shop, take the time to make sure you're buying exactly what you think you're buying. As always, our reference source is Robert Overstreet's THE COMIC BOOK PRICE GUIDE #17. And remember, this is only a guide. Actual prices may vary, and should be lower for copies in fair or poor condition.

	CONDITION Good	Fine	Mint
■ **AVENGERS**			
227-238	.60	1.20	
■ **DEFENDERS**			
115-126	.50	1.00	
■ **FANTASTIC FOUR**			
250 (double-sized, Skrulls as X-Men)		1.55	3.10
251-259, ANNUAL 17	.40	1.15	3.30
260 (Alpha Flight)	.50	1.55	3.10
261 (Silver Surfer)	.35	1.05	2.10
■ **G.I. JOE**			
8	1.95	5.85	11.70
9, 10	1.65	4.95	9.90
8-10, 14 (2nd printing)	.30	.90	1.80
11 (intro Airborne)	1.20	3.60	7.20
12	1.80	5.40	10.80
13-15	1.50	4.50	9.00
16	1.35	4.05	8.10
17-19	.90	2.70	5.40
17-19 (2nd printing)	.25	.70	1.40
■ **MARVEL TEAM-UP**			
125-136		.40	.80
ANNUAL 6 (New Mutants, Cloak/Dagger)		.75	1.50
■ **MARVEL TWO-IN-ONE**			
95-99		.30	.90
100 (double-size, Byrne scripts)		.75	1.50
■ **MICRONAUTS**			
49-55		.45	.90
■ **POWER MAN AND IRON FIST**			
89-100		.40	.80
■ **STAR WARS**			
67-78		.50	1.00
ANNUAL 2		.60	1.20
■ **TEAM AMERICA**			
8-12		.30	.60
■ **X-MEN**			
165	.90	2.65	5.30
166 (double size)	.70	2.10	4.20
167-170, 172-174	.55	1.60	3.20
171 (Rogue joins)	1.00	3.00	6.00
175 (double size)	.70	2.00	4.00
176	.45	1.60	2.30

New Talent Department LEONARD KIRK

Many a Marvelite over the years has written to us saying that the MARVEL AGE NEW TALENT DEPARTMENT is one of their favorite features. Each month in this column we feature the artwork of an aspiring young talent who has sent samples of his or her artwork to our Submissions Editor. This month, we are very pleased to bring you the work of Mr. Leonard Kirk of Ontario Canada. Let's have a round of applause for Leonard!

Leonard's submission features the enormously popular Ghost Rider gleefully taking care of a group of gangsters on a deserted mountain road. We brought these pages to Marvel's own Managing Art Director, Sizzlin' Steve Geiger, who was kind enough to take time out of his busy schedule to offer Leonard the following words of encouragement.

"I was pleased with Leonard's sense of drama on these pages. It's obvious that he's got a good grip on visual storytelling. That's something that only comes from practice. He makes good use of contrast, using heavy blacks very effectively."

"However skilled his rendering is, Leonard still needs work on the basic principals of anatomy. In general, his

figures are too squat, especially in high angle shots. He also has the tendency to draw his characters' heads much too large. It would also behoove him to render more attractive faces on his characters, especially the 'normal' people, who are generally harder to draw realistically than Super Heroes."

"Leonard's version of the Ghost Rider is quite nice. He has a strong sense of composition and he uses a nice variety of angles. The work has a very cinematic approach, which is important."

"Again, though, he should watch out for cropping off the figures in some panels, which can make a page confusing if you're losing important details."

"Finally, I found some of the textures, particularly along the side of the mountain rather confusing. It's an all too familiar mistake new talent makes: over-rendering a panel. Sometimes by knowing when to stop drawing, a work can turn out much better."

"I think Leonard will do just fine, and I wish him the best of luck!"

Those are wise words indeed, Steve. MARVEL AGE MAGAZINE would like to say "thanks" to Mr. Geiger for that thoughtful critique.

And if any of you out there have aspirations to be an artist for Mighty Marvel, why not send in for your free Mighty Marvel Submissions Guidelines, which contains lots of helpful hints to speed you along toward seeing your work grace our pages. Send a self addressed, stamped envelope to:

SUBMISSIONS EDITOR
MARVEL COMICS
387 Park Avenue South
New York, NY 10016

ENGRAVED IN MARVEL

Send your letters to: MARVEL AGE MAGAZINE, c/o Marvel Entertainment Group, Inc., 387 Park Avenue South, New York, NY 10016

Attention correspondents:
All letters to be considered for publication must include your name and address though we will gladly withhold that info on request!

Boy howdy, sure doesn't feel like it's been one hundred letter columns already . . . probably because it hasn't! After all, you don't usually get a whole lot of letters to print in your first issue unless you've got a heavy fan following among psychics. Still, we feel kind of festive nonetheless, and so we've chosen a mammothly monument-al title for our gala one hundredth issue! Our title is the brainchild of one Philip D. Rustia of Minneapolis, MN. Thanks, Philip! A load of champegne and noisemakers is on the way. Hope you've got a lot of food on hand to feed all the party-goers we've sent along as well!

Now that Philip's rapidly cleaning his house for his guests, we want to take a second to remind everyone else out there that there's still time to get in on the party yourselves. We need a new title for this column every single month, so send those ideas on in! If we use one of them, we'll even print your name in this very space. And hey, you probably won't even feel crummy the morning after!

Dear Mr. Mangels,

I really enjoy reading your new "Reel Marvel" column. In your article in issue #96, you mentioned that Spidey looked much more authentic on THE ELECTRIC COMPANY than he did on the CBS live action series. Well, it's been a while since I've seen THE ELECTRIC COMPANY. So I was wondering if you could put a picture of him in your next article so that I could make a comparison.

Thanks for your consideration.

Dave Karl
16 W. 605 Crest
Bensenville, IL 60106

No hay problema, Dave, as we suave Julio Iglesias wannabes are wont to say. What's a gala one hundredth issue letter column without a bonus goodie or two? Somewhere on this very page you should find the picture you seek.

Incidentally, did you know that while the web-slinger was appearing regularly on THE ELECTRIC COMPANY, Marvel collaborated with the Children's Television Workshop to produce an easy-to-read comic book series called SPIDEY SUPER-STORIES? And did you know that one of the main scripters for the series was a promising young Zombie-to-be named Jim Salicrup? Hmm . . . wonder what ever happened to him. . .

Photo courtesy of Children's Television Workshop.

Marvel U.K. and was very impressed by them. I was wondering if there is a way I could get a subscription to some of the comics from the other side of the Atlantic?

Mark Howard
R.R. #2, Box 114
Silver Lake, IN 46982

Well, Mark, thanks to Mindy Fisch over in our International Licensing Department, we've used the miracle of modern telecommunications technology to bring you all the facts (or is that "all the FAX?") straight from our counterparts over at Marvel U.K. Seems that they're currently publishing thirteen titles over there. Some of those titles reprint stories from this side of the Atlantic, and others contain all-new stories. At the moment, their line consists of: CARE BEARS, CARTOON TIME, THE COMPLETE SPIDER-MAN, DOCTOR WHO MAGAZINE, THE KNIGHTS OF PENDRAGON, POLICE ACADEMY, PUZZLEBUSTER, THE REAL GHOSTBUSTERS (weekly), STAR TREK: THE NEXT GENERATION, THOMAS THE TANK ENGINE AND FRIENDS, THUNDERCATS, and TRANSFORMERS.

The only two series that are available by subscription right now are DOCTOR WHO (published monthly) and THOMAS THE TANK ENGINE (published biweekly, or as they say, "fortnightly"). Each one is based on a popular British TV show, DOCTOR WHO is a science-fiction series with a sizable cult following here in America, and THOMAS THE TANK ENGINE is a series for kids that can be seen here as part of PBS' SHINING TIME STATION. You can order a one-year subscription to DOCTOR WHO for £33.00 or to THOMAS THE TANK ENGINE for £33.50; we'd suggest checking the newspaper for the current rates of exchange and sending an international money order for the approximate amount. Orders can be sent to:

Alan Wells International
Memberline House
Farndon Road
Market Harborough
Leicestershire LE16 9NR
England

Also, don't forget that DOCTOR WHO and THE KNIGHTS OF PENDRAGON are also available in American editions at your local comics specialty shop! Pip pip and all that rot! (They hate it when we do that!)

Okay, we know that it's really your fiftieth anniversary that's supposed to be golden, but hey, you don't really expect us to give up our sunny yellow background just because of a measly hundredth issue, do you? How else would we announce the arrival of our LETTER OF THE MONTH?

Yup, sound the fanfare and blow the trumpets! Once again, we have dipped deep into our mountain of mail to come up with a letter we think will be of particular interest to Marvel Zombies from here to Latveria. And once again, we've printed it here in a special place of honor, as is only proper considering that this time around, our Letter of the Month raises an issue of truly global importance.

Dear Marvel,

I have subscriptions to many of your comics and love them quite a bit, but recently, I have seen the imports from

Dear MARVEL AGE MAGAZINE,

Do you really have long nails?
What is your body made of?
What is in your body, is it metal?
Is it true that you wrestled the Blob?
How much do you weigh?
What are your shoes made of?

From your friend,
Jeremiah Shea
(Address withheld by request)

Gee, Jeremiah, our nails aren't that long; we do try to trim them at least a couple of times a year when we're expecting company. We're willing to go out on a limb here, though, and guess that your questions weren't really about us, but rather, they were meant for everyone's favorite middle-aged berserker mutant, Wolverine. So we cornered ol' Wolvie in the hall (not an easy task) and asked him your questions. Here are the answers.

Wolverine's claws are roughly one foot long, and they're made of an incredibly strong metal called Adamantium. Adamantium has also been laced through his bones, making them really, really hard to break.

Wolvie has indeed fought the Blob a time or two, while battling Freedom Force (or the Brotherhood of Evil Mutants, as they used to be called). The Wolvester's weight is 195 pounds, but don't mention it to him—he's kind of sensitive about it.

Finally, we're not sure exactly what Logan's shoes are made of. However, we do know that his first X-Men costume was made from the unstable molecules supplied by Reed Richards, so we'd guess that it's more than likely that his current costume is, too. Either that, or he's wearing cleverly disguised Nike pumps—we'll leave it up to you.

Dear MARVEL AGE MAGAZINE,

Recently, I've had a problem. All of my comics got stolen. I had many valuable comics in my collection, such as X-MEN #2, which I got from my Dad in mint condition. I was wondering if I could put a kind of ad in your magazine. I'd like to ask Marvel readers if they have any comics they'd like to sell, to write me a letter telling me the titles, issue numbers, condition, price, etc. Basically, any Spider-Man titles, X-MEN, MARVEL TALES, and anything with Spider-Man in it.

Also, in the new Marvel Universe trading cards, there was an error on the Green Goblin card. It said his first appearance was in THE AMAZING SPIDER-MAN #136, but his first appearance was really in THE AMAZING

SPIDER-MAN #14.

Mike Piorkowski
P.O. Box 57
Coscob, CT 06807

Sorry to hear about your collection, Mike. We hope that printing your letter will attract some friendly attention and help you rebuild it.

As for your point about the Green Goblin, well, it really depends *which* Green Goblin you're talking about. You see, the first Goblin was Norman Osborn, the father of Peter Parker's best friend, Harry Osborn, and you're right that he made his debut in THE AMAZING SPIDER-MAN #14. But after Norman died in battle with Spider-Man, Harry took over the family business and became the current Green Goblin as of Issue #136. Which, we suppose, just goes to show two things: First, that sometimes everybody can be right, and second, that mental stability is not a trait that runs in the Osborn clan!

Dear MARVEL AGE MAGAZINE,

I am currently in the process of suing you on account of your being responsible for my incurable disease, Ionis Marvelonus. Symptoms include: always talking about the comic book world, a runny nose, a tingly-type feeling knowing a tidbit more than the next guy about the Hulk, a really runny nose, going to the comics shop near my house even when I don't have any money, always shelling out more money than I can really afford for Marvel-related items, and buying MARVEL AGE MAGAZINE.

At the tender age of fourteen, I don't appreciate catching this contagious and deadly disease. But don't worry, the money I'll get from suing you will go directly back into your wallets when I buy the first ten issues of X-MEN. Until that happens, I guess you'll have to find someone else to shell out that kind of money!

Sick Slickster
(Address withheld by request)

Actually, Slick, the money you pay for back issues doesn't go into our pockets, it goes to your friendly neighborhood back issue dealer. But we appreciate the sentiment anyway. See you in court—and don't forget the Kleenex!

Well, it's been fun, but it looks like the bottom of the page is creeping up on us yet again. Before we end the festivities, though, let's sit ourselves down and meet a whole new batch of MARVEL CORRESPONDENTS, those frantic fellows and fillies from far and wide who are looking for new friends to write to . . . and maybe even to celebrate one hundred issues of MARVEL AGE MAGAZINE with! Why not drop one or two of 'em a quick note while there's still time for that anniversary party? After all, time's a wastin'—we'll be starting that second hundred before you know it!

ANSWERS TO MARVEL® TRIVIA QUIZ

In Roman numerals, "100" is—

1. C	5. C	9. C
2. C	6. C	10. C
3. C	7. C	11. C
4. C	8. C	12. C

MARVEL® CORRESPONDENTS

If you'd like to be listed in this space yourself, simply send your name, address, age, and the titles of your three favorite Marvel Comics to Marvel Correspondents at the address high atop this letter column. As the folks over at the New York Lottery Commission might say, all it takes is 29/100 of a dollar and a dream!

Eduardo Matos
6006 Jefferson Street, Apt. 1
West New York, NJ 07093
Age: 17
Favorites: X-MEN, X-FACTOR, NEW MUTANTS

David Foley
Kilderry, Bray Road, Shankill
County Dublin
Rep. of Ireland
Age: 16
Favorites: X-MEN, CLASSIC X-MEN, DAREDEVIL

Ronna M. Boujo
712 Banner Ave.
Brooklyn, NY 11235
Age: 21
Favorites: SPIDER-MAN, AVENGERS, X-MEN

Ron Blessing
1260 Miriam Pl.
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Favorites: X-FACTOR, DAREDEVIL, THOR

Andrew Mikos
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Age: 9
Favorites: X-MEN, EXCALIBUR, POWER PACK

Michael Allen
6398 Camden Avenue
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Age: 15
Favorites: SILVER SURFER, AVENGERS, FANTASTIC FOUR

Frances I. Morelos
120 St. Charles St. #1
Drexel Hill, PA 19026
Age: 16
Favorites: PUNISHER, X-MEN, AMAZING SPIDER-MAN

Jerry Rosario
5918 Beacon Ave. S.
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Age: 16
Favorites: X-MEN, PUNISHER, G.I. JOE

Russell Bynum
1189 Old Oak Dr.
San Jose, CA 95120
Age: 16
Favorites: SILVER SURFER, CAPTAIN AMERICA, AVENGERS

Mike Spring
802 Mimosa Dr.
Altamonte Springs, FL 32714
Age: 13
Favorites: X-FACTOR, EXCALIBUR, X-MEN

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Rita Smolinski, Marvel Comics Group, 387 Park Avenue South, New York, N.Y. 10016. (212) 696-0808.

THE 1991 MARVEL AGE® CALENDAR

WRITER: MIKE LACKEY
ARTIST: RON ZALME
COLORIST: RENEE' WITTERSTAETTER

*YESTERDAY--FORBIE HAD AN EASY ROLE TO PLAY. NOW HE'S 100 AND HE'S TURNING GRAY! OH, FORBIE IS 100 TODAY! OH, HE'S OLD-AND GRAY AND WEARS FALSE-TEETH, IS WHAT I SAY! BUT SURE AS I'M RICK JONES FORBUSH-MAN IS HERE TO STAY!
AY-AY-AY...! (ALL TOGETHER, NOW!)
100
*SING TO THE TUNE OF "YESTERDAY"

AY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
2
ERS!
QUESTION: WHAT KIND OF SUN-GLASSES DOES THE HULK WEAR?
3
ANSWER: GAMMA RAY-BANS!
4
IT'S MANAGING EDITOR OF THE 1990's BIRTHDAY, RENEE WITTERSTAETTER!
HI.
5
ELLERS
ELLY
B-DAY!
10
MARVEL AGE MAGAZINE'S OWN CINDY EMMERT WAS BORN TODAY!
LOOK! NO EMPTY SPACE!
TODAY IS MARVEL INTERN DAY... HAVE ONE FOR LUNCH!
11
QUESTION: WHO IS RICK JONE'S FAVORITE HERO?
12
ANSWER: MR. FAAAANTASTIC!
HI.
13
16
QUESTION: WHAT IS THE BLACK PANTHER'S FAVORITE SONG?
17
ANSWER: WAKANDA WILD SIDE!
DOOT-DA-DOOO!
18
TODAY IS MARVEL FREELANCER DAY... HAVE ONE FOR LUNCH!
19
20
THE
J... THE
ROID!
HI.
24
NATIONAL SECRETARIES DAY
HOB-GOBLIN? NEVER HEARD OF HIM.
LAURA RIVELL'S BIRTHDAY AS WELL!
IT'S PETER SANDERSON'S BIRTHDAY!
25
IT'S FIN FANG FOOM'S B-DAY!
26
27
QUESTION: WHY IS THIS BOOK CALLED MARVEL AGE?
ANSWER: 'CUZ IT AGES YOU BEFORE YOUR TIME! HA HA! I'VE GOT A MILLION OF 'EM!
IT'S STUPID SIDE-KICKS DAY... HAVE ONE FOR LUNCH!
"JUMPIN'" JIM SAYS: READ RICK JONE'S BESTSELLING BOOK-- 'SIDE-KICK' ALOUD!